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SYSTEM

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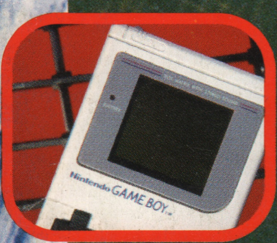
INSIDE!

- ★ ALADDIN
- ★ DRAGON

- ★ BUBBLE BOBBLE 2
- ★ JIMMY CONNORS



- ★ INDIANA JONES 3

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TOURNAMENT FIGHTERS

PLUS! SUPER STREET FIGHTER!
ART OF FIGHTING!
FANTASTIC FIGHT GAMES INSIDE!

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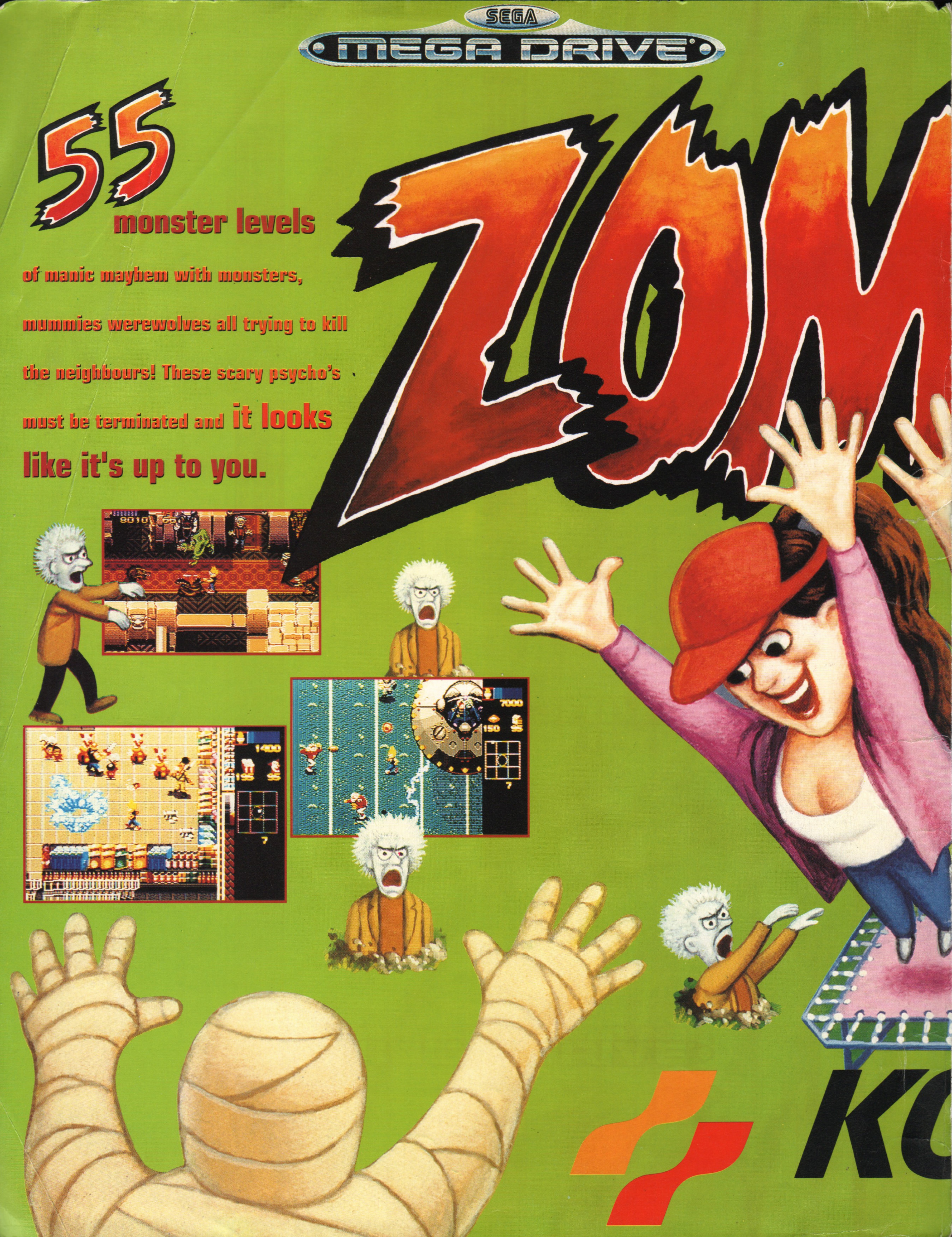
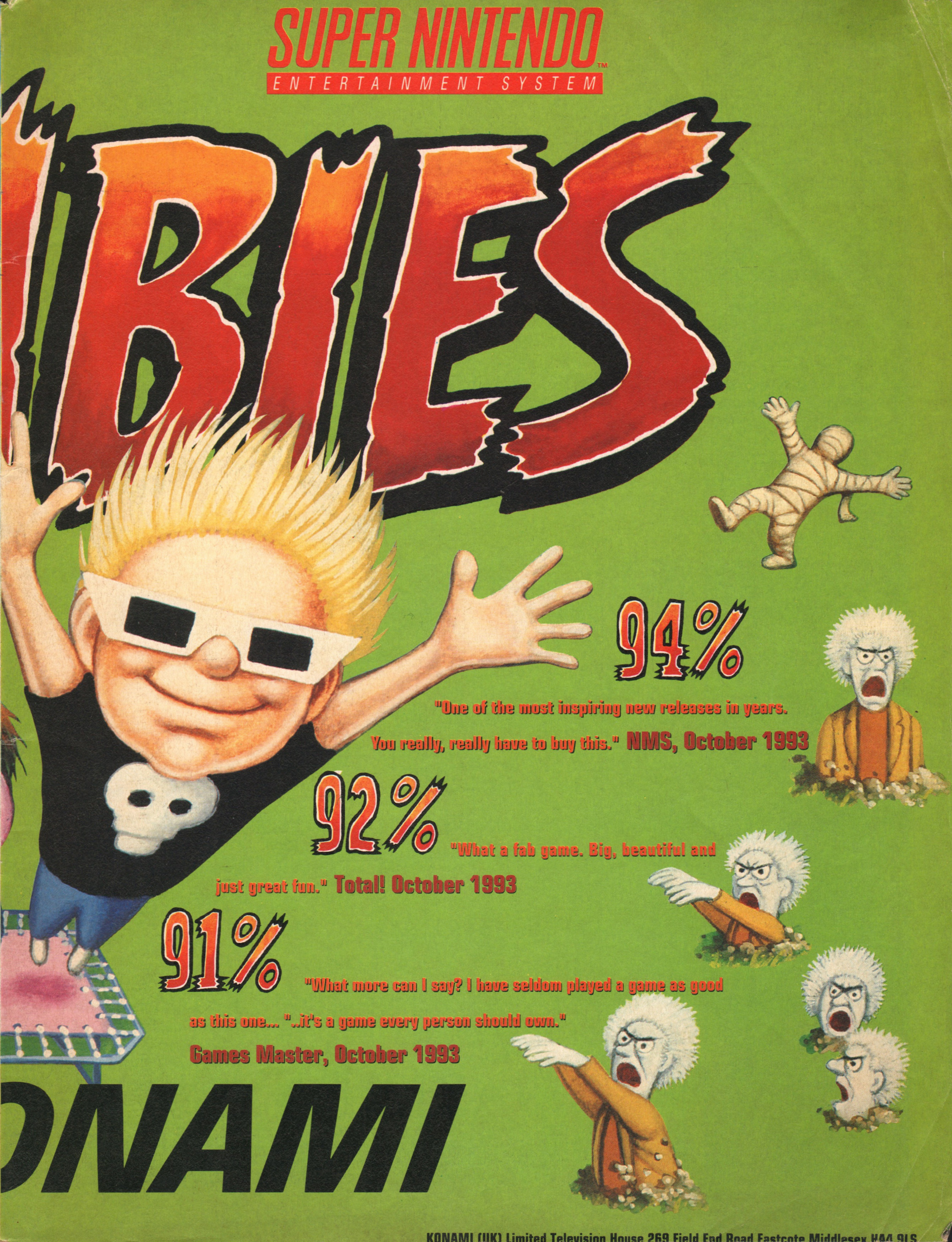

SEGA
MEGA DRIVE
ZOM
KO

55 monster levels of manic mayhem with monsters, mummies werewolves all trying to kill the neighbours! These scary psycho's must be terminated and **it looks like it's up to you.**


SUPER NINTENDO
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BIES
94%
92%
91%
ONAMI

"One of the most inspiring new releases in years. You really, really have to buy this." **NMS, October 1993**

"What a fab game. Big, beautiful and just great fun." **Total! October 1993**

"What more can I say? I have seldom played a game as good as this one... "..it's a game every person should own."

Games Master, October 1993

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CONTENT

NMS is socking December to you with coverage of three of the most exciting combat carts around! Art of fighting is reviewed on page 48 and our preview of Konami's Tournament Fighters is droolsome! Now, what was that other preview all about...?

C.SHRD $225200
21
DON
$12040

RYO
PAUSE
VS
KING
PAUSE
57

JACK
PAUSE
VS
MR.BIG
PAUSE
60

Between bouts our hard-working staff bring coverage of every new Super NES game worth attention - and some that aren't! Oh, and there's Bubble Bobble II too.

TS

15
1993

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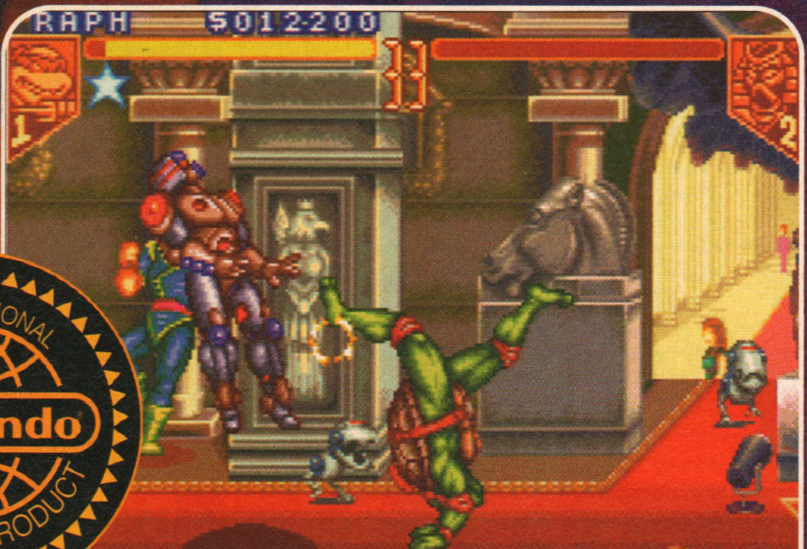

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WHODUNNIT

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SPECIAL THANKS TO: Miss Mentorn of the year 1993.

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COMPETITION RULES

EMAP Images employees and their immediate family aren't allowed to enter any competitions, although their they'll-be-coming-a-bit-later family can. The editor's decision is final and there will be no cash alternative to the prize on offer. Otherwise, all of you can enter our fine compos because, hey, that's how generous we are.

FINAL BIT

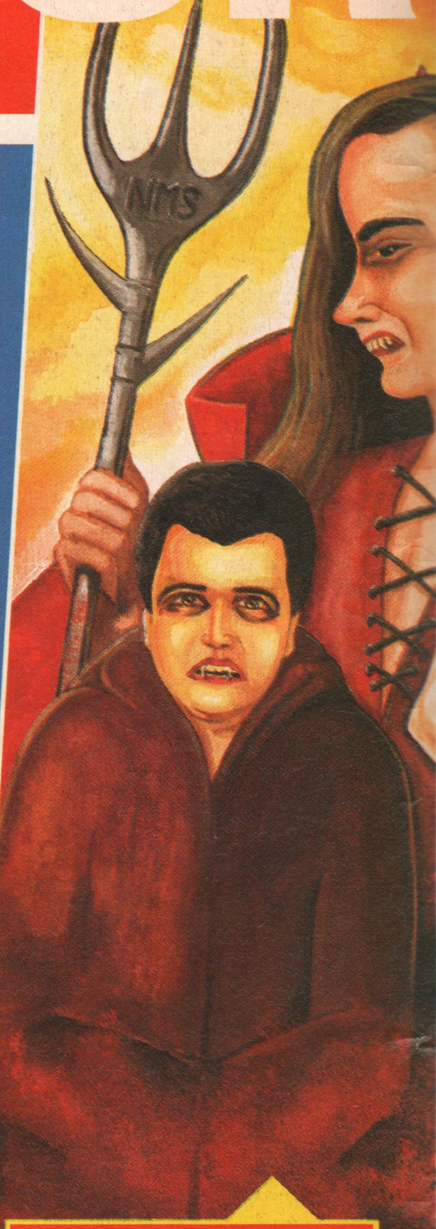
Can anyone remember when we first started Final Bit? What the hell did we talk about all those years ago? What on Earth possessed us to start it in the first place? What on Earth are we going to do with it now? If you can answer any of these questions, drop us a line at the usual address. Who knows, you might even get a job or something...

EDITOR

Hello, welcome, extra special mag, full of goodies, busy time, Las Vegas etc etc. First up, thanks for all the letters on our new ratings system. It seems that the vast majority of you agree that magazine ratings were getting a bit silly, and now common sense should prevail. It's been a month of surprises round here, and one of them comes in the shape of the awesomely good Turtles fighting game gracing the cover of this issue. OK, so Turtles aren't the coolest characters around, but who gives a damn when the game's this good? If third-party developers can keep up this standard on Super NES to complement Nintendo's own games, we're in for one hell of a year! I'm out of space again, so let the games commence... TIM

RATINGS GUIDE

96-100	NMS Platinum! The highest award ever bestowed. Forget the Oscars, get one of these and life is complete.
91-95	NMS Gold. The best games you can buy. If you don't rush out and buy any of these games on the spot you require emergency exploratory surgery of the backward regions. ANY GAME SCORING ABOVE 90 PER CENT IS IMMEDIATELY AWARDED THE NMS SEAL OF QUALITY. THESE GAMES ARE NMS-RECOMMENDED AND ABSOLUTE MUST BUYS.
86-90	NMS Silver. These games are very nearlt Ribena, and absolute essentials if you're a fan of the type. Even if you're not they still warrant urgent attention.
80-85	Tough stuff. A very good game which misses out on greatness due to a few small points, but well worth your time.
70-79	A good game which may appeal to some players or have redeeming features to lift it from the doldrums of mediocrity.
60-69	Distinctly mediocre. Not bad, but not exactly good - with serious reservations as to overall quality.
50-59	Whoops! Something's gone a bit wrong. It all started well enough, but this game took a wrong turn along the line and has lost its way. Don't lose your money.
40-49	Yikes! Something is terribly wrong. This game must be avoided by sensible personages everywhere...
30-39	GAMES SCORING BELOW FORTY PER CENT ARE IMMEDIATELY AWARDED THE NMS KIPPER OF COMMISERATION, THE ACKNOWLEDGED BENCHMARK IN BADNESS 30-39: Aaargh! Crap alert! This game is so bad you can see things growing on it. This kipper-quality cart is smelly in the extreme, and must be avoided.
20-29	Aaaaaargh! Quick, pass the oxygen! Here's a game so bad you wouldn't inflict it on the mother-in-law. Avoid, avoid, and if in any doubt whatsoever, avoid!
0-19	0-19: Oh come on, there's nothing bad enough to score this low - is there? Any game relegated here is actually less fun than writing this. Two years of Magic Roundabout reruns are preferable to ten minutes spent with this outrageous, steaming great turd. Life's too short for this game...



PASS THE CRUCIFIX ON THE LEFT HAND PATH

Actually, this rather excellent painting by Paul Burrow - entitled Son of Satan and His Disciples if you must know - reminds me of when I went backpacking in Europe. There were these, like, worshippers of the Great Beast (Yes, well, that's quite enough of Rad's ramblings on Satanic rambling. If any of you have got decent pictures of games, hills, half-built supermarkets, whatever, send them in and we'll print the best ones right here. If you're really talented you'll get regular work like spawnmeister Jamie Egerton, whose work you'll see soon...)

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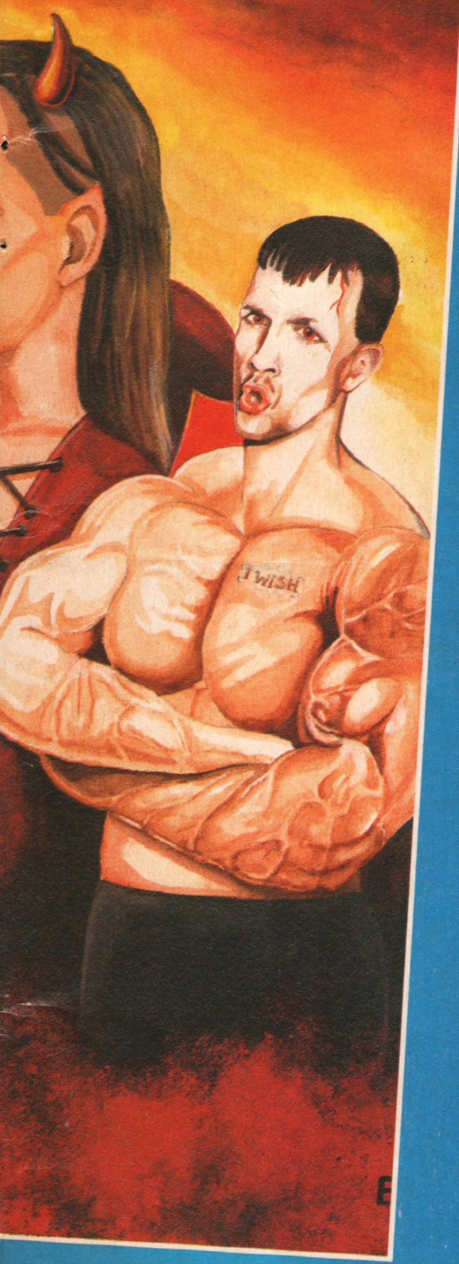


NINTENDO PEOPLE SYSTEM

MY GREATEST SKIVE

JULIAN "WHO WAS THAT MASKED MAN?" RIGNALL

Jaz is a master of the skive art, having actually skived out of answering this question. Oooh, he's a wily one alright. Slippery as a snake that Rignall boy. I know his sort - you've got to watch them all the time or they'll turn on you. Discipline, that's what he needs...etc, etc, etc...

CURRENT FAVE GAMES: THE DOG ATE IT

TIM "GIT" BOONE

It would appear Tim beats the rest of the crew hands down for sheer skivability, being as right now he's a on a free, gratis and for nothing expenses-paid trip to Las Vegas. The remainder of the staff would just like to say that they're not at all jealous and will be glad to shake Tim warmly by the throat when he returns...

CURRENT FAVE GAMES: LAUGHING AT PAUPERS, GETTING BACK TO WRITE THIS

ANDY "GIT" MCVITTIE

"My current favourite skive is the one I'm enjoying with Tim at the moment in sunny Las Vegas." smirked Andy telephonically when quizzed. "It's great, we're staying in this big posh hotel and we've gone on a helicopter ride down the Grand Canyon and everything - whilst leaving Rad and Paul at home to do all the work!" Perhaps that's why there aren't many mivstakes in this ishkjbue.

CURRENT FAVE GAMES: FRUIT MACHINES, GETTING A TAN

GARY "SAVED BY THE BELL" HARROD

"When I was at school," begins Gary, reminiscing on the three times he actually turned up, "we had this chemistry teacher called Mr Rutherford, who was also the Headmaster. Luckily for us he was the worst skiver in the school, too. He'd walk into class and tell us to read a certain chapter of our textbook, and then walk out of the room. We'd see him walk out across the yard towards where the cars were parked, and he'd never come back, resulting in much doss-type fun for the rest of us. Although after we'd done our work of course," says Gary, desperate not to set a bad example to the nation's youth...

CURRENT FAVE GAMES: 7TH SAGA, THE SECRET OF MANA

RADION "CIAO DADDIO" AUTOMATIC

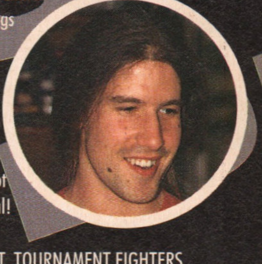
"Ha, my skive is easily the best," laughs our lank-haired and lanky nearly-gone pal. "All I do when I'm feeling a bit skivy is simply not turn up. Who needs an excuse when you haven't got one? All you do is go back in when you please, sit around a lot and wait until someone notices you've returned..."

CURRENT FAVE GAMES: MAZINGER Z, SD RAINBOW VALLEY, ROAD FIGHTER, SUPER EMPIRE STRIKES BACK

PAUL "ANTI-CHRIST" DAVIES

"After twenty-odd years of being dragged off to church of a Christmas morning, last year I decided things would be different. Pleading tiredness I hinted to my folks that such an early rise could upset my stomach - already delicate from the previous evenings "festivities". The risk of such a social blunder was sufficient to put my P&M off the idea. So I settled down to watch TV - and got the ten hour Morning Worship Christmas Special! Aieeee I am undone!"

CURRENT FAVE GAMES: ZOMBIES, MARIO KART, TOURNAMENT FIGHTERS



DAVE "BEEZER" KELSALL

Being a classically educated public school boy, rugger was an essential part of Dave's youth. "It taught me all my best skiving techniques." says Dave. "I'd hang around the bottom end of the pitch and rub a bit of dirt into my legs to make it look as if I'd been playing, and then run in the opposite direction from the ball whenever it came near - thus avoiding any scrapes or dives. If it was really cold, though, I'd complain about my asthma or my 'bad knees' and sit in the Tuck Shop eating sweets! Top hole wizard wheeze or what?"

CURRENT FAVE GAMES: MARIO ALL-STARS, F-ZERO

CLAIRE "RECKON" COULTHARD

"Pretending to be ill when I'm really house-hunting is my best skive." guffaws new kid Claire. "I just ring up and say 'Cough, I can't come in' and just put the 'phone down before anyone can answer. Anyway, cough cough, I've got to go now, I'm not well 'Bye." closes our lease-on-her-flat-runs-out-soon designer. Hmmm.

CURRENT FAVE GAMES: BEING NICE TO EVERYONE

NICE GUY MIKE'S GROOVY WORLD OF ACENESS

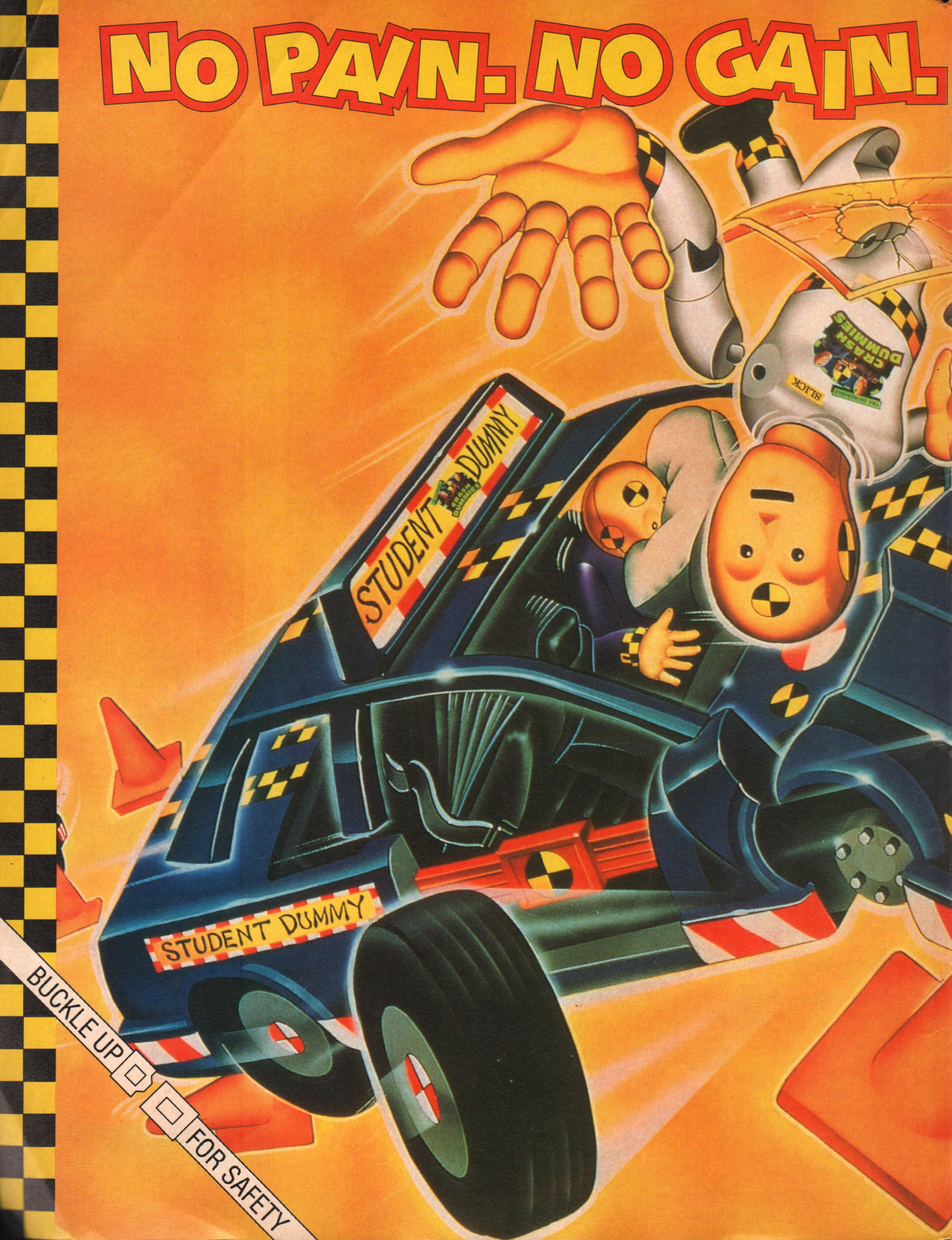
Hi - yeah, it's Mike here. Y'know, I'm like, wholly surprised at the amount of entries my Groovy World has received. It's been going for, like, one whole day, and I've already had TWO people write to me! Like, chill out guys, this isn't a race you know, I'm not going to come down heavy on you if you, like, leave it a couple of weeks before you write. But, like, anyway, it's a pretty good job I've got these, because whilst this issue isn't out for another four weeks I've got to do my bit today. But there'll be, like this whole Groovy World of Aceness Special next month, with two months worth of aceness. Wow! Won't that be, like, totally fab? Ciao!

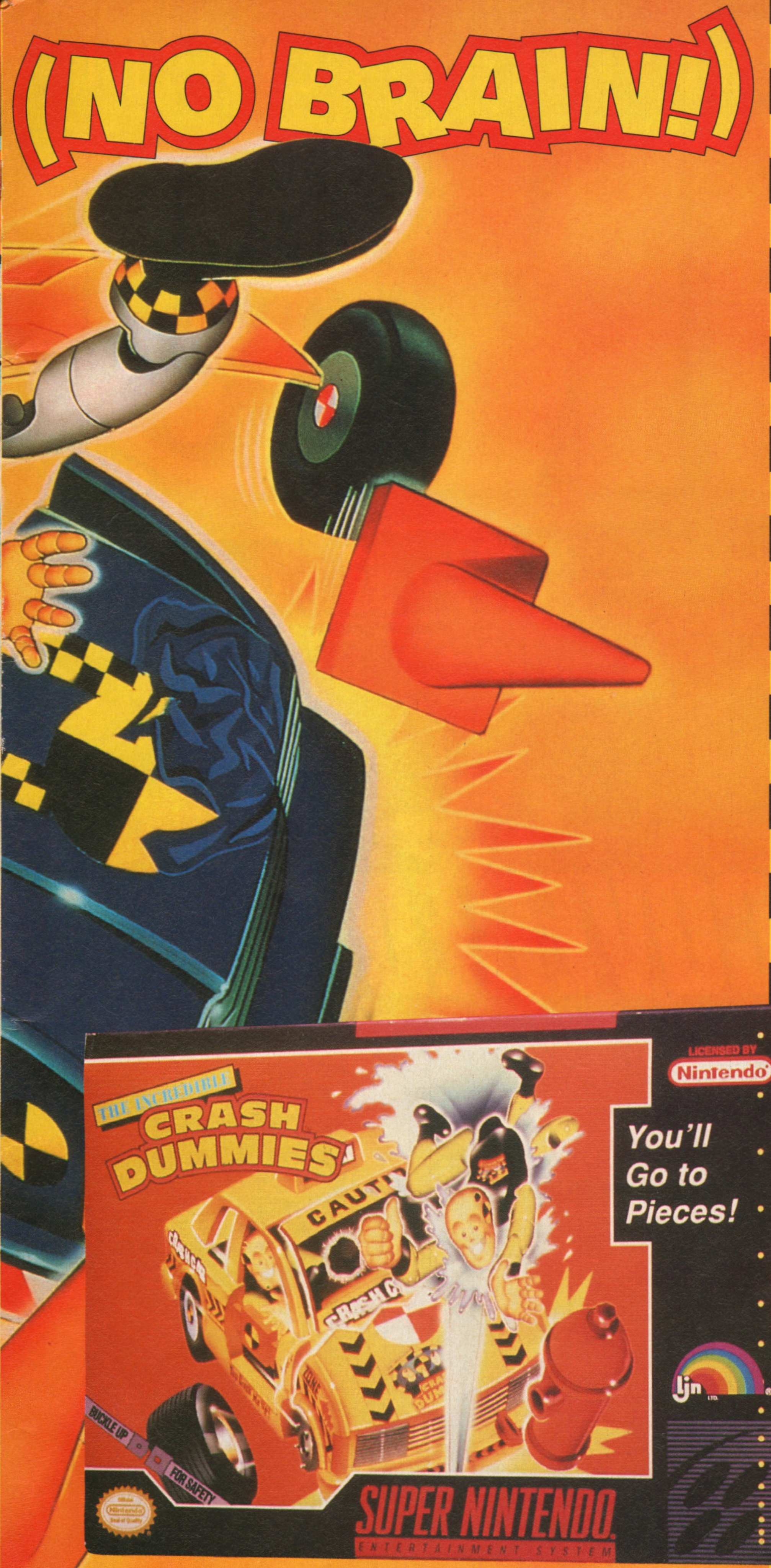
WIN! WIN! WIN!

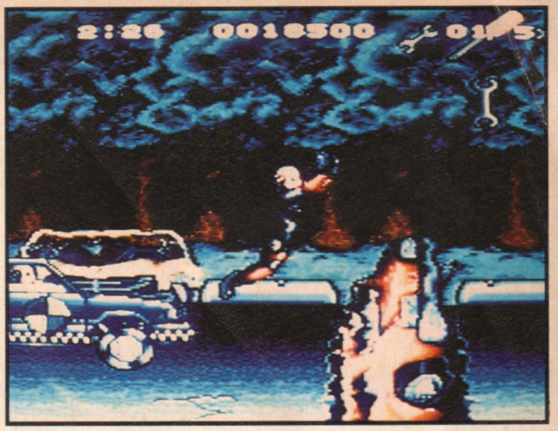
ACE STREETFIGHTER GEAR!

YES! YES! YES! As promised last month, here's your chance to win one of five sets of completely brill Streetfighter figures and flashy light games! This is the compo deemed so hot that we've run it over two issues, giving you the chance to own some of the smartest Streetfighter kit around. As you already know, the hand-painted figures we're giving away brilliantly capture the spirit of the world's greatest beat 'em up, while the board game will be equally brilliant as soon as anyone can understand it. So what do you have to do to stand a chance of winning? It's easy: just cut out the coupon below and pop it in an envelope with the coupon you should have saved from last ish (if you didn't get it call 0858 468811 NOW), along with the answer to the following question: What is Chun Li's blood type? Go on, it's not that hard. Send your answers, along with your tokens and your name and address to: I WANT THOSE STREETFIGHTER PRIZES, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Go for it!

TURBO TOKEN 2


NO PAIN. NO GAIN.
STUDENT DUMMY
CRASH DUMMIES
STUDENT DUMMY
THE INCREDIBLE CRASH DUMMIES
SLICK
BUCKLE UP
FOR SAFETY


(NO BRAIN!)
THE INCREDIBLE CRASH DUMMIES
LICENSED BY Nintendo
You'll Go to Pieces!
BUCKLE UP
FOR SAFETY
SUPER NINTENDO ENTERTAINMENT SYSTEM
ljn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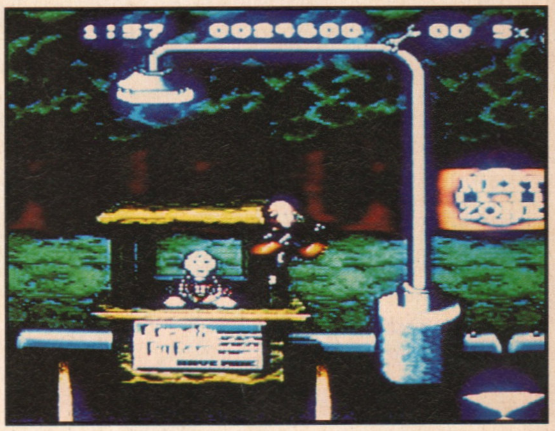
They're **wild!** They're **wacky!** Spin and Slick will **crack** you up–and do much worse to themselves!

After countless levels of crunching **collisions** and kamikazee **crashes**, they'll have more than just a **screw loose!**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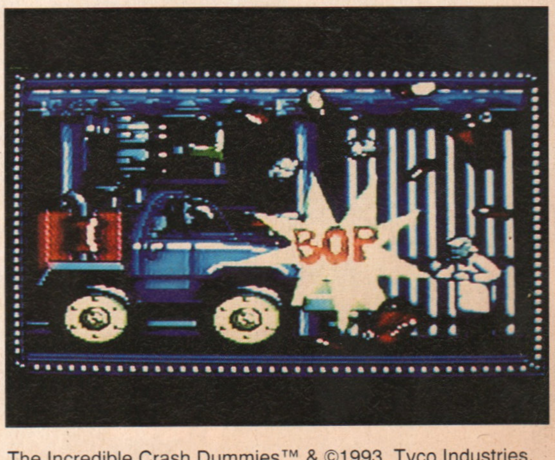
For auto–annihilistic **action**, The Incredible Crash Dummies can't be topped–try as they might!

Don't be a **dummy.** Grab a copy–and **belt up!**

Now available on SNES.



Acclaim
entertainment, inc.
ARENA FLYING EDGE ljn

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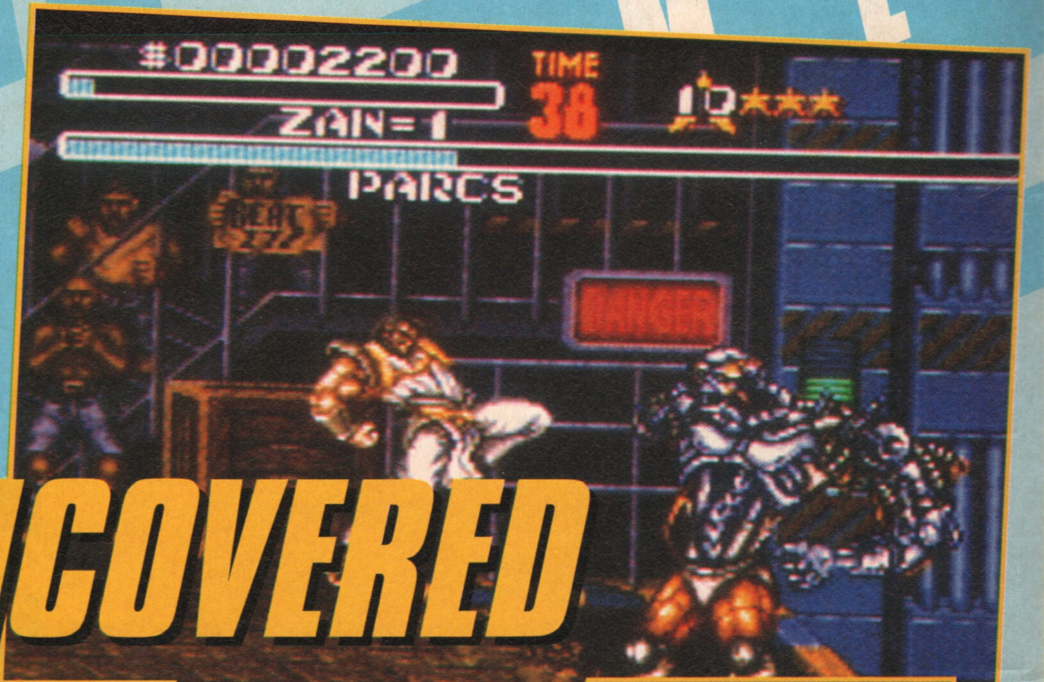
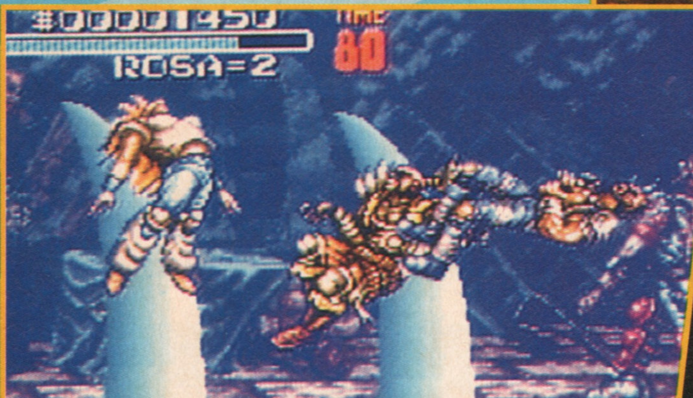
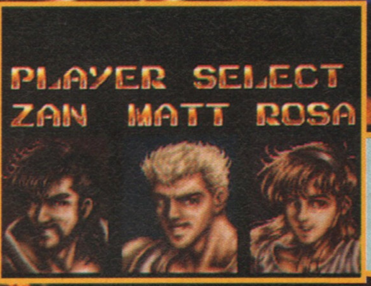
NNN

Beat 'em up fans hold your pants, for just as the magazine is preparing to go to press Irem fax us to announce the imminent release of their top coin-op beat 'em up Undercover Cops for the Super NES! The game gives the player a choice of three cops whose mission is to patrol the city streets kicking the living shinola out of various low-lifes on their way to infiltrating Mr Big's Headquarters, or something like that. Anyway, it's basically a pretty good ultra-violence fest, albeit in the name of law enforcement, so it can't be all that bad. As you can see from these gorgeous screenshots, the console version is very close to the arcade original - so keep a look out for our Exclusive Preview real soon.

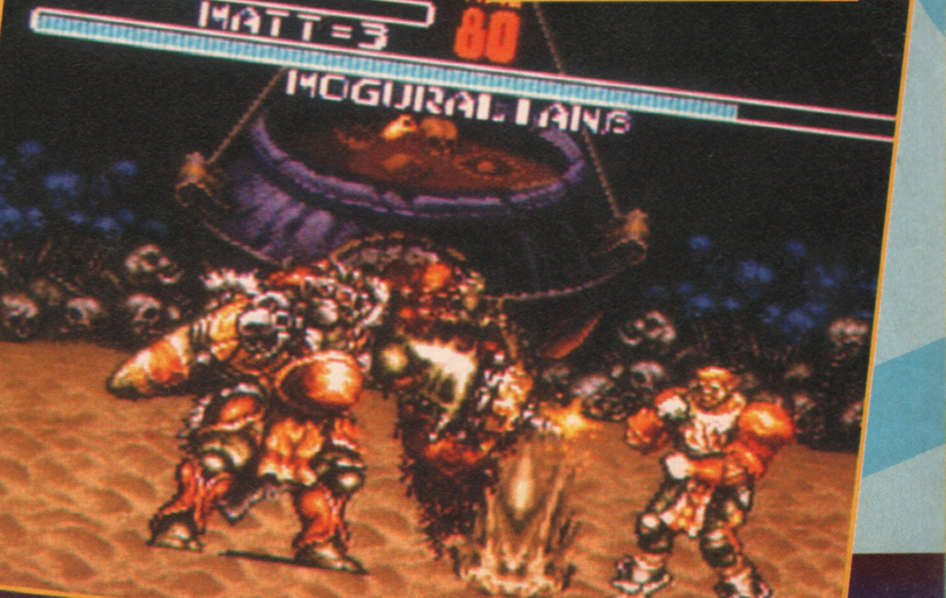
COPS UNCOVERED


#00002200
TIME
38
ZAN=1
PARCS
DANGER


#00001450
TIME
80
ROSA=2


PLAYER SELECT
ZAN MATT ROSA

UNDERCOVER
COPS
PUSH START
irem
©1993 IREM CORP.
CREDIT=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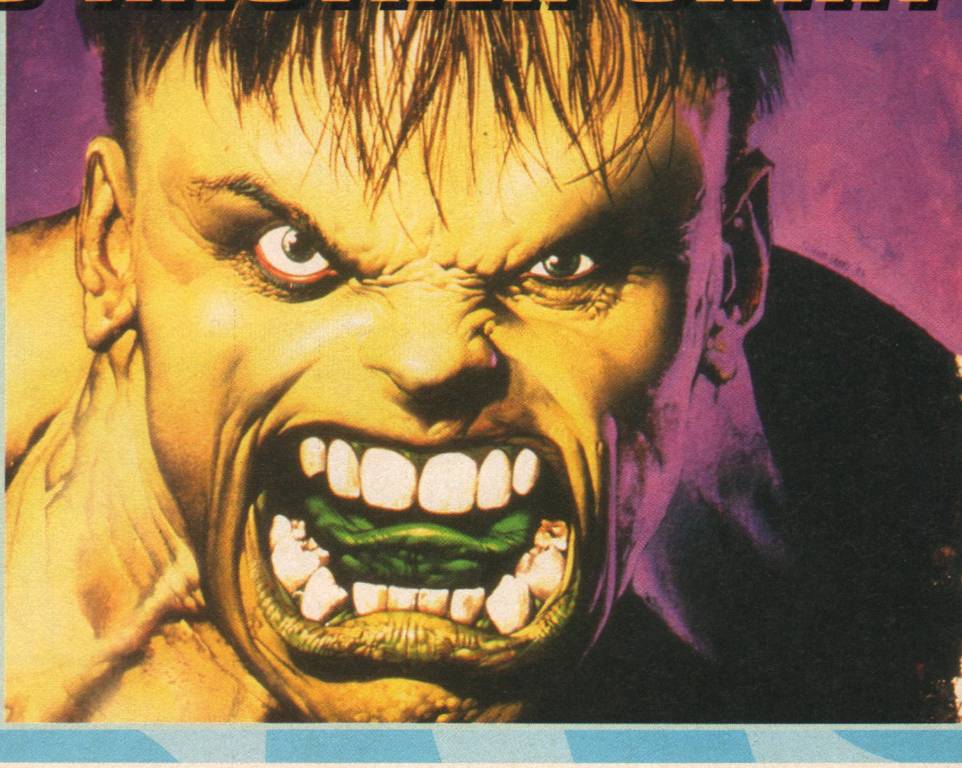
TIME
80
MATT=3
MOGURALTAN

THERE GOES ANOTHER SHIRT



Nnnngh! Yaaargh! Rrriiiip! Rooaaar! If these sounds mean nothing to you, you obviously know nothing about the Incredible Hulk, the green-skinned muscle-bound superhero soon to star in his very own Super NES game courtesy of US Gold. Yes indeed, Bruce Banner and his monstrous alter-ego star in this heavy-duty platform beat-em-up all set to feature the biggest scrap action from the hardest heavy around. The Leader has decided he wants to claim Earth for his own in a cunning plan of world domination which can only be thwarted by a good kick up the gluteus maximus. Luckily for us mere eartlings, the Hulk is at hand to dish out this richly deserved justice against the evil armies of this seriously unpleasant person. As you can see the game features a wide variety of backdrops and enemies and also boasts some rather special moves that, it claims, will seperate it from other run-of-the-mill platform beat 'em ups. It looks quite a laugh. The game is due out in February next year, and the second we have more details we'll shove them your way...

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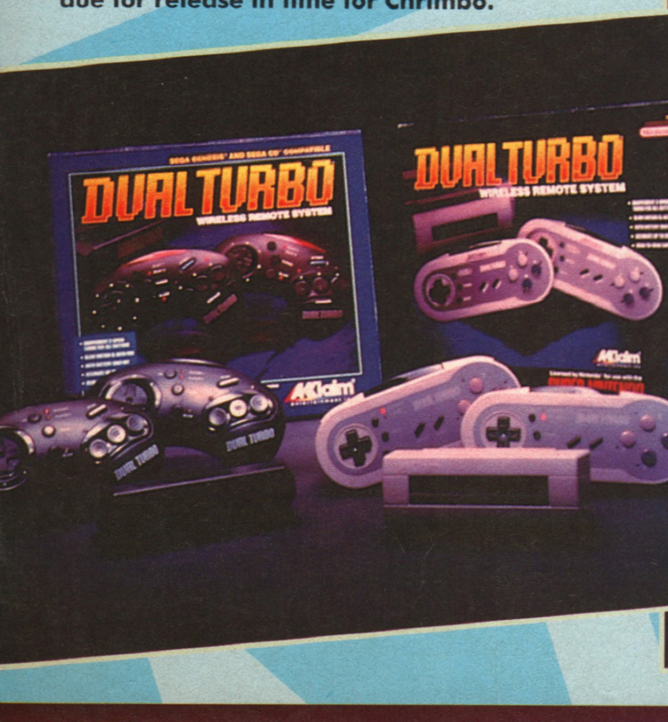
PC review
WHAT PERSONAL COMPUTER

ALIEN BEASTS IN NEW RELEASE SHOCKER

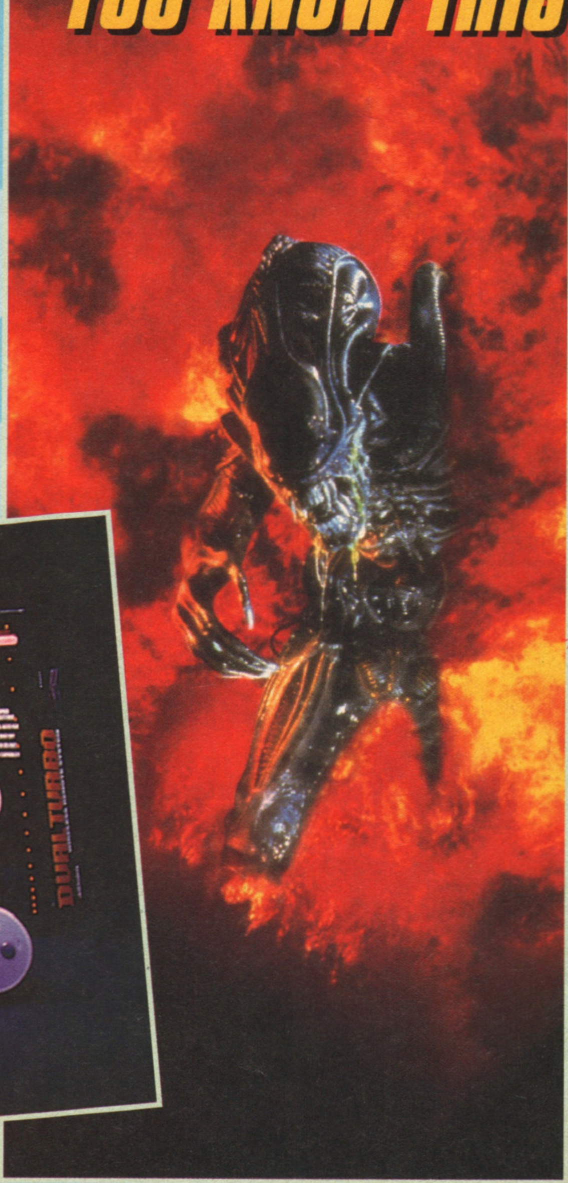
Those dynamos at Psygnosis never seem to rest! No sooner do they produce Lemmings 2 than they announce a shipload of new stuff already well into development for '94. First up and both scheduled for February release are Shadow of the Beast 3 - latest in the continuing Beast saga - and Puggsy, featuring a cuddly, puzzle-solving alien. Set for a summer release is Magician's Castle, in which the player must use an imprisoned wizard's shoes, gloves and magic wand in an attempt to secure his release from the clutches of the eponymous magician. Last but not leastly is Club Duel - a kind of putty-esque title where the main sprite actually moulds itself to the surrounding environments which is also set for a summer release. Apart from that, there's not much to see at present, but when there is you can be sure to see it within these pages first.

ACCLAIM TURBO PADS

Are your Turbo techniques traumatised by control pad cable catastrophe? Is your Mortal malarkeying maligned by wire-tangle wangling? Fear not, those thoughtful souls at Acclaim have just announced their Dual Turbo Remote Controllers for the Super NES. What separates these marvels from the rest of the competition is that they are completely cable free, relying on the magic of infra red to transmit all your Mortal moves to your Super NES at distances up to 25 feet. Apart from being totally wireless, the pads boast two turbo speeds, auto fire, slow motion and ergonomic design to cut down on "gamer's thumb" during those marathon sessions. The pads come in sets of two, cost £49.99 and are due for release in time for Chrimbo.



YOU KNOW THIS MEANS WAR



London, October 15 1993 and everyone down at the Trocadero could hear NMS' Andy and Angus scream, the reason? They were being crushed to death down at the grand opening of London's newest tourist trap Alien Wars. The attraction, described by its creators as "total reality" takes the form of a guided tour around a company installation where Live Aliens are being held as exhibits. The tour goes pretty smoothly enough until a colonial marine legs it in shouting about some of the "exhibits" having broken free! Then, as you can well imagine, all hell breaks loose as you spend the next 15 minutes being chased around by live, and angry, aliens, Well, that is what's supposed to happen, you see we can't be sure as we didn't actually get in because of "technical difficulties". What all that probably meant was that they were all a bit puffed out after prancing around after tourists all night. Never mind, we did get to slum it with the stars in the party at Planet Hollywood and Sigourney Weaver did say 'Scuse I, chief' to me as she pushed past - sigh! - so it wasn't all a waste of time. Anyway Alien War is open now so give it a look soon.

EXCELLENT!

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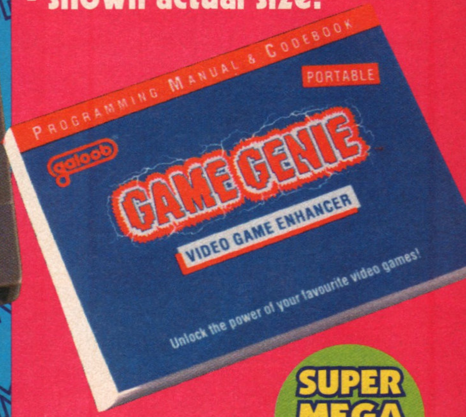

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Not a premium-rate telephone number!
This is a standard dialling code.

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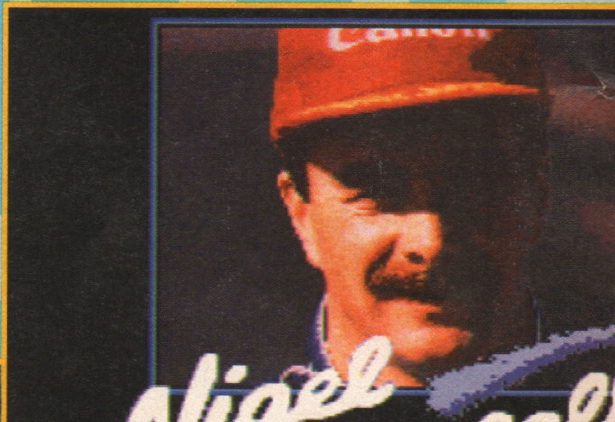
WIN! AN INKREDIBLE KARTIN

NEEEAAAAOOOWWW! Here's your chance to win the greatest moment of your existence, racing against the NMS gang as a Nintendo VIP on the high-speed day trip of a lifetime! Here's your chance to knock about with the gang who knock together your favourite mag. Here's your chance to spang us off the track! Here's your chance to win a free Super NES and Nigel Mansell game! Here's your chance to win all this courtesy of NMS and Nintendo!


Canon
Nigel Mansell
F-1 CHALLEN

VENEZIA
Marlboro
Canon
HITACH
BERG

HOCKENHEIM
GERMANY
CIRCUIT LENGTH
4.223 MILES/6.797 KM
200 KMH
220 KMH
220 KMH
220 KMH
250 KMH

LAP
2/7
LAP TIME
00'28"86
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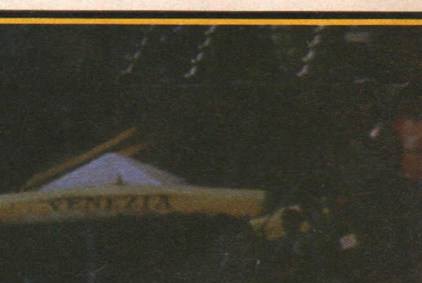
POS
9/12
HARD
SOFT
WET


LAP
1/7
LAP TIME
00'05"80
BEST LAP
BEHIND
00'00"03
POS
11/12

AND FREE GAMES GALORE COURTESY OF NI

G DAY WITH NMS!

Rightly proud of their Nigel Mansell wonderlicense on Super NES - on sale as you read this! - Nintendo have pushed the boat out to provide one of you (and all of us, snigger) with a day to end them all. Here's what you can expect if you should win: you'll visit the NMS office in the morning for a look around our Top Secret games room and suffer a good pasting at Nigel Mansell. You'll then be fielded against the winner of a similar competition featured in our sister mag Computer and Video Games. Having knocked the stuffing out of that pour soul (and we would expect no less) you'll be whisked off to a top lunch with the NMS gang and Nintendo representatives before we all descend on a London karting track for top-speed laughs in an afternoon spent mucking about on the track! We'll have it all to ourselves, and you'll score bonus points for the number of times you can ram Dave off the track!

At the end of the day we'll thrust a Super NES and Mansell game into your tired arms and point you homeward with some sort of certificate to prove you haven't been dreaming. Then we'll carry a feature on the day in our next mag, so you can show off until you're blue in the face. Nintendo are even throwing in nine bonus copies of the game with which to console the Runners Up who so narrowly missed this most wondrous day, and that's a fine consolation given the quality of this rather fine racing cart.

So what do you have to do to race away with this storming Mansell prize? It's very simple. Being the greatest racing driver in the entire known world, our Nige is only confined by the limits of his car. Well, we want you to design the most spankingly whizzo racing car anyone's ever seen! Maybe it's got six wheels, maybe it runs on jet engines, maybe it's almost as fast as Andy's pushbike when it's raining, the choice is yours! So grab your drawing stuff, design your Formula Fun car on a nice clean sheet of paper (use a pen, not a pencil!) and make sure it's got lots of bright colours. Then add your own name address and age and fire the entry off to: IS THAT A SKIDMARK OR AM I JUST EXCITED? NIGEL MANSELL COMPETITION, NINTENDO MAGAZINE SYSTEM, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Make sure you're quick, though, Nigel doesn't hang about and nor do we - which is why the closing date is 10 DECEMBER. Get motoring!

AEROFOIL
TIRES
GEAR RATIO
TRANSMISSIO
DEFAULT
elf
canon

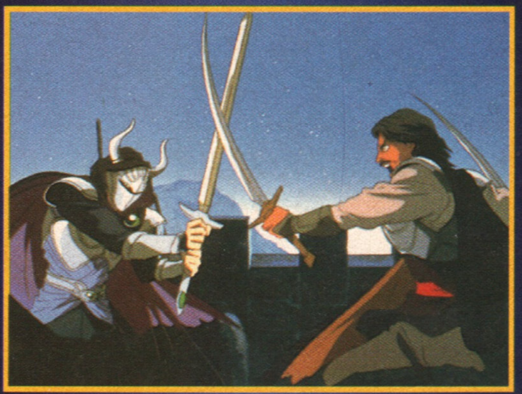
SMALL PRINT:All the usual NMS competition rules apply, which means anyone can enter as many times as they like provided that have nothing to do with Nintendo or EMAP Images Ltd. The Editor's decision is final, there's no cash alternative to the prize on offer and anyone who phones up to find out whether they've won will be laughed at and disqualified on the spot. Yes Dwayne, you can enter this one - but we absolutely guarantee that you won't win...

TENDO AND NIGEL MANSELL

SOME MORE MANGA STUFF

Out this month are two new titles from Manga. Firstly is the PG-rated Heroic Legend Of Arislan: Part II which follows Prince Arislan's continuing efforts to regain the throne of Pulse from the evil, and spooky, Lusitanians. Next is the supposed Akira-beating Wicked City. The setting is modern day Tokyo where a non aggression pact between Humans and Demons is about to be signed. However terrorists from both sides are out to sabotage the deal. Their target is Dr. Joseph Malyart, without whom there can be no treaty, so it falls to the Black guards to protect the good doctor from the numerous assassins and secure a safe future for both demon and mankind. Chilling, eh!

Wicked City is 18-rated and will retail for £12.99, Arislan only costs a piffling £10.99.



EA HITS HOME AGAIN

After a period of absence from the market, EA are back with a brace of titles for release next year. First is Turn And Burn: No Fly Zone, which places the player in the cockpit of a US Navy F-14D Tomcat where the task in hand is to patrol the mode-7 skies blasting seven shades out of the hostile enemy MiGs in a variety of day and night-time missions.

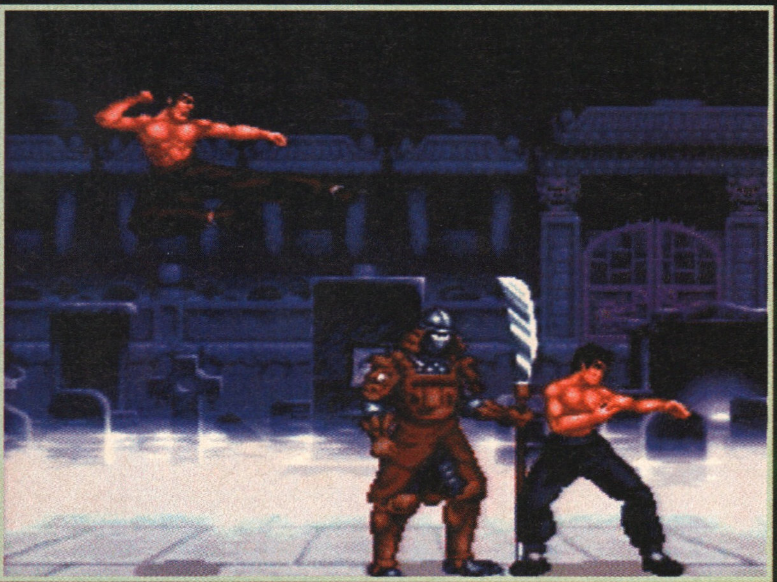
A number of titles are also planned for release next year, although no firm date has been agreed. Leading the field is Madden '94, featuring a completely new game engine and something called Mode 21 technology to produce "incredible field rotation." The most interesting feature, though, is the game's compatibility with EA's four-player multitap. A feature it has in common with the next title, yet another sequel, NHL Hockey '94. Last of the forthcoming sports titles is NBA Showdown which features all 27 NBA teams and a full season of play.

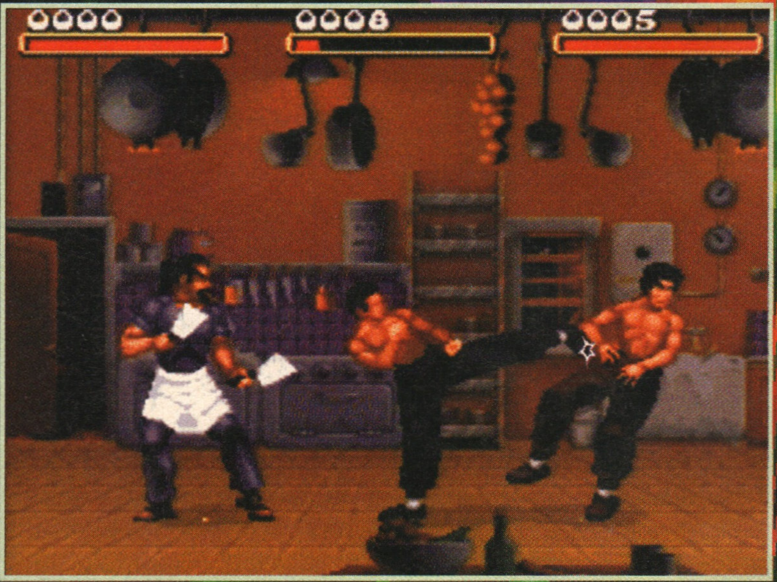
Finally is Star Trek: The Next generation for the NES and Game Boy. Little is known about the actual gameplay, but presumably it involves joining the crew and gadding about the universe and other stuff like that. More news soon!

DRAG

Bruce Lee. Mystic. Warrior. A man who embodied the peak of physical and mental perfection. A man who totally redefined and popularised the ancient fighting arts of the far east. A man who triumphed over a fate that haunted his family to become an international legend. Or a man who starred in a string of dodgy 70's films, couldn't act his way out of a paper bag and died at the tender age of 32 from taking an aspirin.

Now 20 years later, Bruce's is back in a big, albeit dead, way in a smart new film based on the book "The Only Man I knew" written by Bruce's widow, Linda. Unfortunately, Linda wasn't the only woman Bruce knew, and rumours persist that Bruce didn't die from an aspirin overdose at all, but in the, ahem, arms of another woman! All of which of course is of limited interest to us, what we're interested in is the blockbusting Super NES game of the same name from Virgin, also based on the film of the book of his life by his wife. So in the words of Confucius "Let's have a butchers!..."

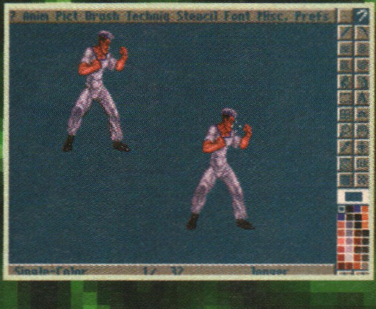


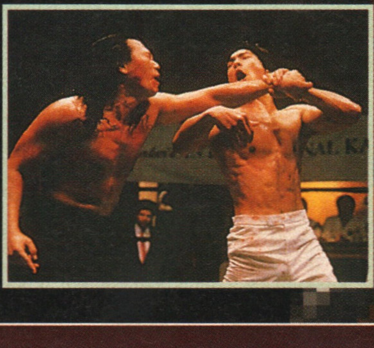


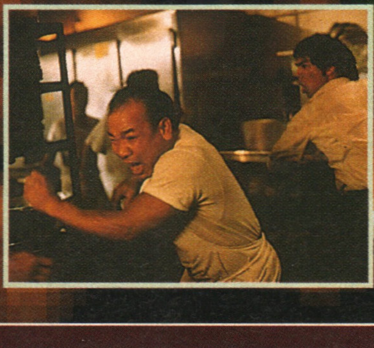
▲ Are you saying my chef's got crap meat cleavers? Cleave this, sunshine!

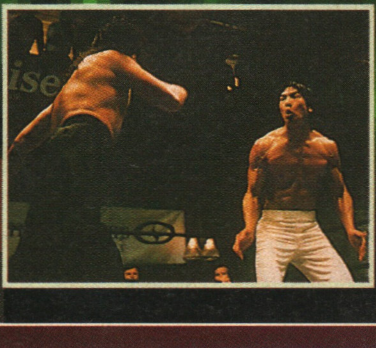
I'VE BEEN EX-SPECTRE-ING YOU!

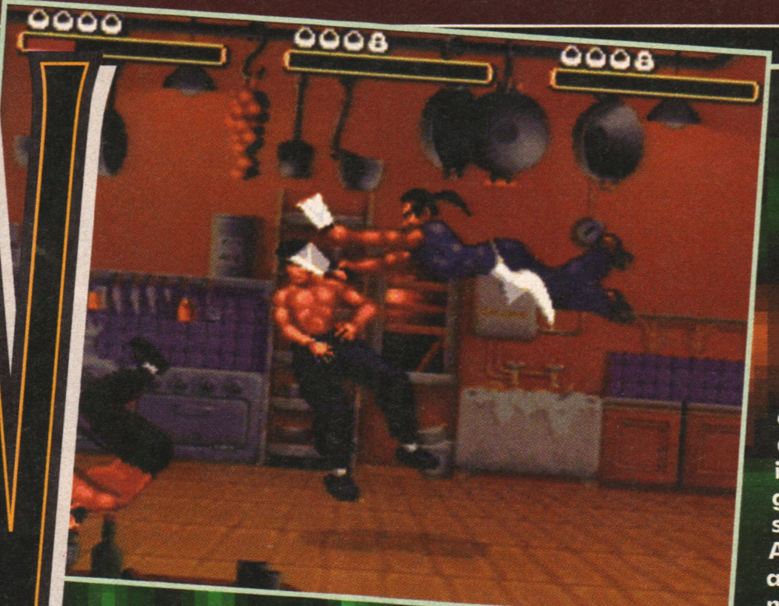
Throughout Bruce Lee's life he was haunted by a mysterious Phantom - a family curse, apparently. This Phantom manifested itself in Bruce's dreams and occasionally in hallucinations - must have been all those "aspirins" he took! In the game however, the Phantom appears as the end-of-game boss. But crap players beware! For if the Phantom deems that any players' martial arts skills are not up to scratch at any time, the screen darkens and he materialises to administer a severe spanking to the guilty party. You have been warned!







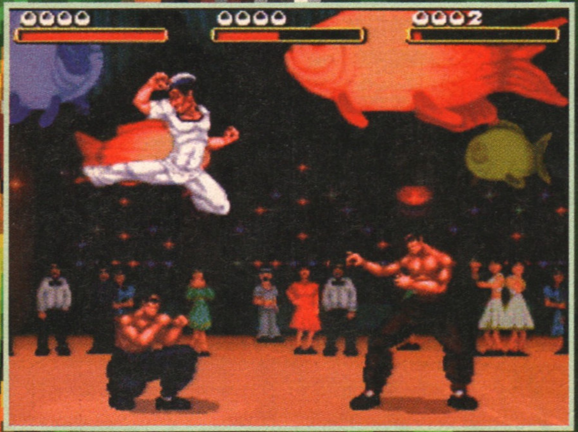




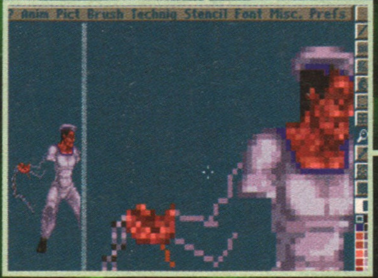
▲ I say! What on earth is he going to do with those cleavers? And why's that other chap bending over?

MIXING IT

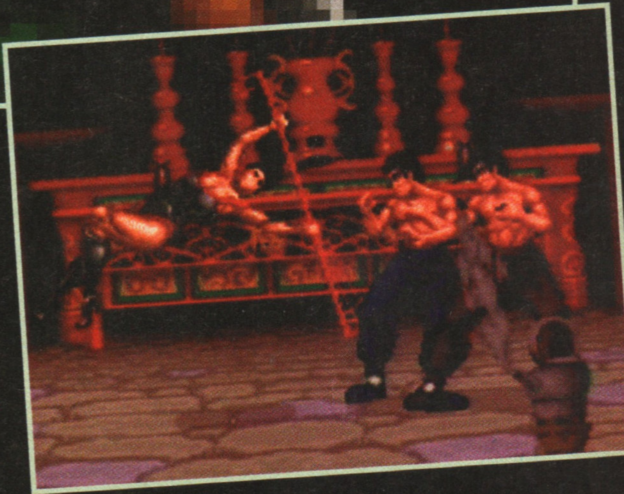
Dragon is a two-player beat 'em up but does not satisfy itself with being just another Street Fighter clone. In this game the action takes place across many levels, some of which scroll Final Fight-style across several screens. For instance, in the kitchen level, just as it seems Brucey has won the day, a large angry chef rushes in and hurls our lad into the adjoining alleyway where the butt-kicking recommences. There are elements of good old SF2 though,with a whopping 36 special moves for the boy Bruce to master! And that's not to mention all the combos available and the fact that in one-player mode there are not one but two, count 'em, baddies (each with their own special combat moves) to contend with at once. Blimey!



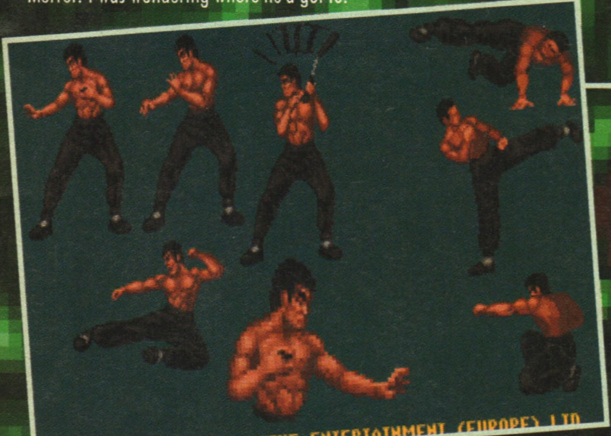
▲ If you look very carefully... Yes! There in the red dress... It is Steve Merret! I was wondering where he'd got to.



▲ Hello cheeky! Yes, as you can see from these early sprite shots, the game's got some big sailors in it. Fancy!

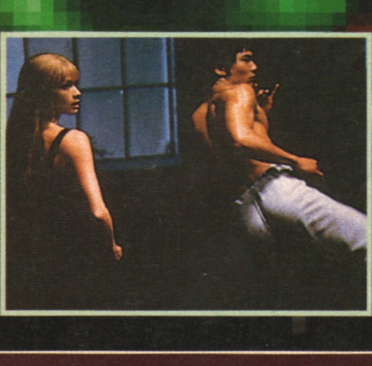


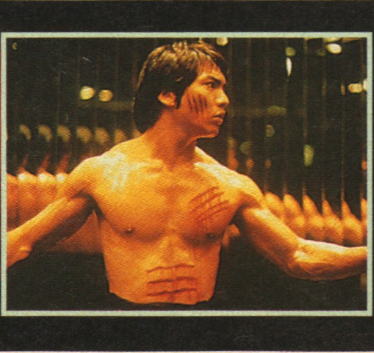
▲ This is one of the more spectacular special moves currently programmed into the game. The woman rushes on, plants her stick in the floor and rotates around it smacking all and sundry in the gob - charming behaviour for a young lady!



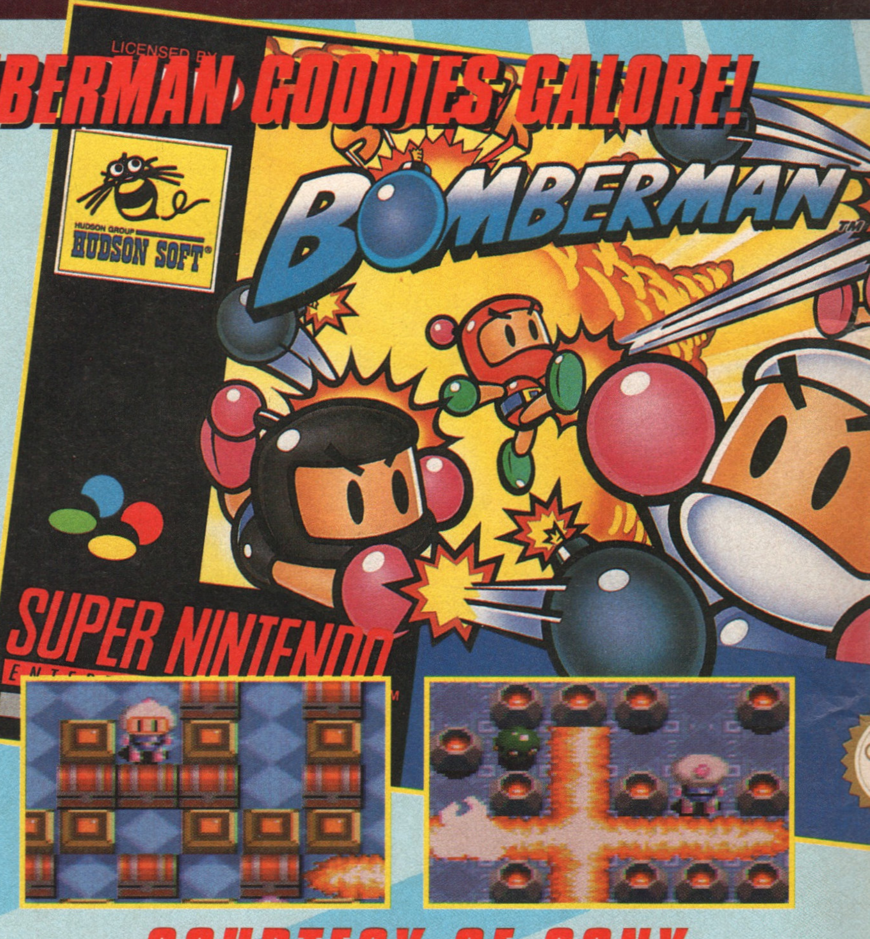
KWOON FOR IMPROVEMENT

Bruce's 36 special moves are not learned overnight. As any student of the martial arts will testify, it takes many years of practice and dedication to develop such skills. In Dragon the special moves are learned in the oddly-named "Yip man's Kwoon". This is a kind of bonus stage which Bruce can only enter upon successful completion of a level. The Yip man puts Bruce's skills to test and, if he proves himself he is rewarded with more amazing new moves. Sounds intriguing doesn't it! But will it give SF2 a run for its money or not? You'll just have to guess because we don't know yet, but be assured that we'll be first with an **EXCLUSIVE** review real soon!





A DAY WITH NMS AND BOMBERMAN GOODIES GALORE!



Win! Win! Win! Yes indeed, here's your chance to win big with the biggest Nintendo mag once again! Those fine people at Sony are so proud that they're releasing Super Bomberman (it might even be out by the time you read this!) that they've got together with your favourite mag for a day to remember. We're going to pick a couple of winners to come down to NMS for a day and play us all at Super Bomberman on Super Nintendo. You'll get the chance to meet us all, have a bit of a laugh, a bit of a lunch and a bit of a Bomberman challenge. What does this involve? Well, it means playing against NMS to rack up points against your rival before the big playoff to win a goodiebag of stunning kit courtesy of Sony! If you think that's enough, you'd be wrong. We'll print your picture in the mag and make you famous, along with a bit of a write-up on the whole day. In case you don't know, Bomberman is one of the hottest carts around and one of the greatest games of all time. There's no excuse not to enter this rather fine competition, and here's what you have to do: just write in and tell us why the hell we should choose you to come into NMS. Why on Earth should we bother ourselves to be nice to you, of all people? Answer the question in 25 words or less, bung your name and address on a postcard (or sealed envelope) alongside it and wang everything off to: IF I DON'T WIN IT'S A BUMMER, MAN! NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Your entries must arrive by Monday November 29, which doesn't exactly give you much time. So hurry!

SMALL PRINT: All the usual NMS competition rules apply, so here we go again, mumble, moan, better things to do etc. Anybody and everybody is free to enter any of our fine compos provided they've got nothing to do with Sony or EMAP Images Ltd. The editor's decision is final and there's no cash alternative to the prize on offer.

COURTESY OF SONY

£100 CASH EVERY MONTH!

Now how's this for the footy compo to end them all? To celebrate the success of the rather fine Player Manager on Super Nintendo, we've got together with Imagineer to organise the football league to end them all - the NMS Player Manager Premier Division! Each and every month for the next six months Imagineer will be putting up a £100 prize for the Player Manager at the top of the NMS League, and at the end of the Championship the manager at the top will waltz off with a spanking Imagineer trophy to boot!

Now seeing as half the known world already owns a copy of this cart, we reckon quite a few of you are poised to enter this most fine of competitions. What you have to do is take your team as far as you can in the game, take a picture to prove how well you're doing and send it in. The top 22 Player Managers will have their names printed next to their teams (in the case of more than one person using the same team, the manager doing the best gets on the board) and the manager right at the top wins the hundred quid. Should the same person remain at the top the following month, they'll win another hundred quid - so it's entirely possible for one spawny get to waltz away with six hundred smackers and a trophy!

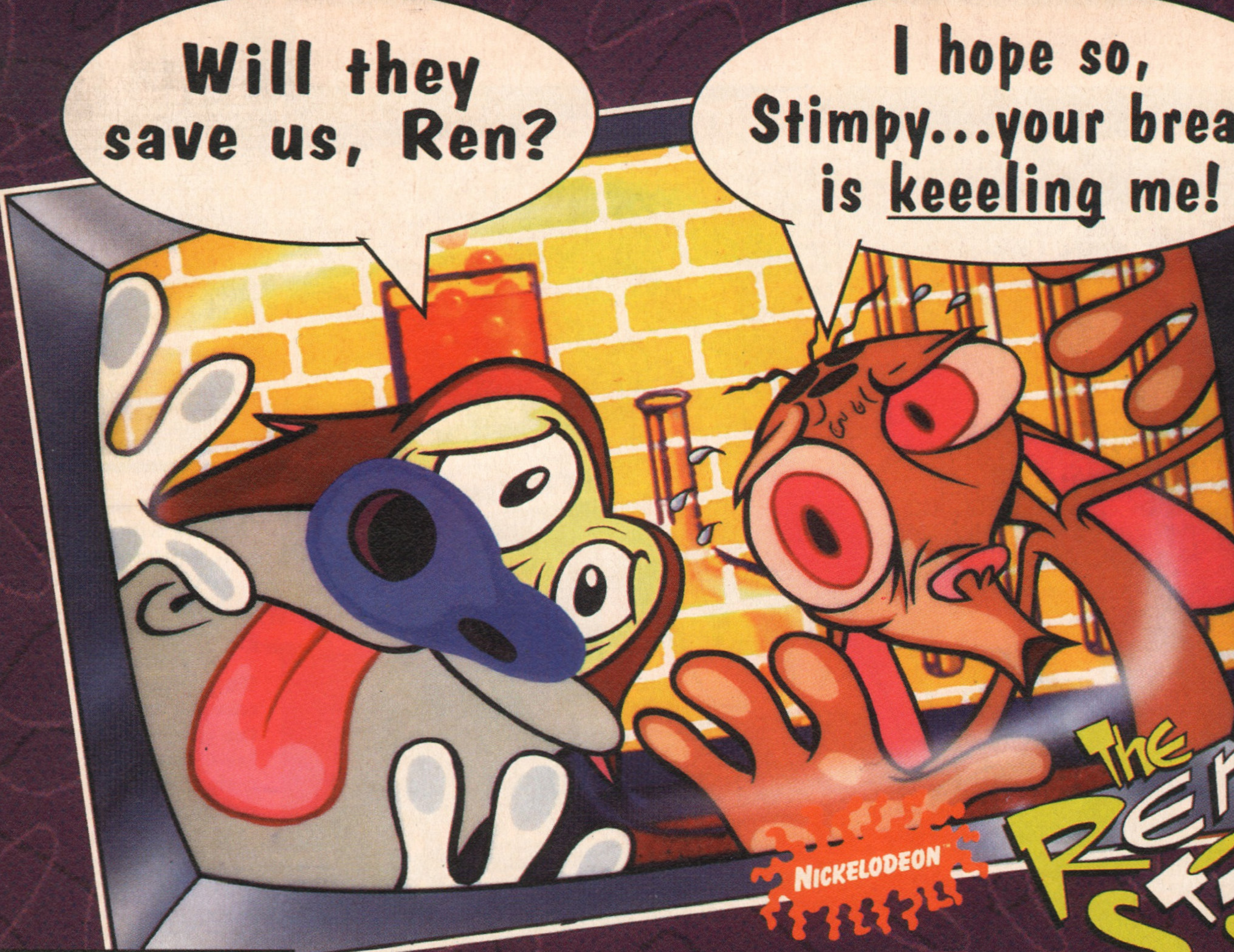
SMALL PRINT: All the usual NMS competition rules apply: anyone except Imagineer or EMAP people or their friends can enter, the editor's decision is final and no correspondence will be entered into. Seeing as this is a cash prize it would be a bit silly to say there's no cash alternative to the prize on offer, but there isn't. How could you have a cash alternative to a hundred quid? Swiss francs? Lire? You can't have any of them. Just £100 in hard sterling to the top Player Manager each and every month. Oh, now look what you've gone and done. What a mess. Go and get a cloth and clean it up right now...

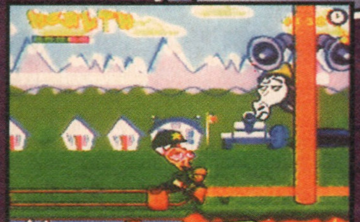
To give you some idea, we've kicked off with a dummy championship table, and we'll fill it in properly when your entries start flooding in. What are you doing still reading this? Your team needs you, so get out there and train them!

NMS PLAYER MANAGER PREMIER DIVISION

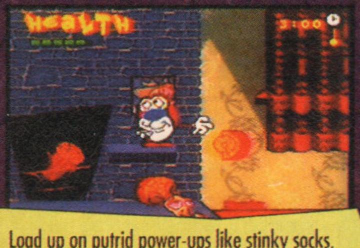
1. *Nintendo All-Stars* - *M Ario*
2. *Imagineer Rovers* - *M Nemoto*
3. *Anco Rangers* - *A Gupta*
4. *California Gamesters* - *J Rignall*
5. *Southampton City* - *T Boone*
6. *Sunderland Tip* - *A McVittie*
7. *Poole Wanderers* - *G Harrod*
8. *Park Bench City* - *R Automatic*
9. *Farringdon Reserves* - *D Kelsall*
10. *Kirby United* - *P Davies*

COURTESY OF IMAGINEER

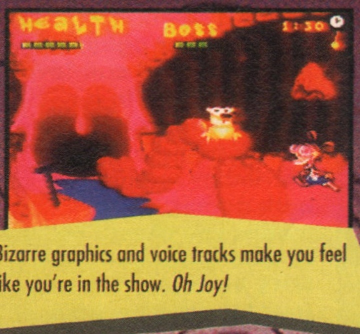

Will they save us, Ren?
I hope so, Stimpy...your breath is keeeling me!
NICKELODEON
The Ren & Stimpy Show



Strange and bizarre weapons to defeat weird foes.



Load up on putrid power-ups like stinky socks, band-aids, Powdered Toast . . . even Log.™



Bizarre graphics and voice tracks make you feel like you're in the show. *Oh Joy!*

Holy Lederhosen! America's hottest cartoon cult Ren Hoëk & Stimpy are trapped in their own TV show . . . and it's up to you to bust 'em out before they fall victim to unsightly yellow build-up – or worse!

All you gotta do is help the heroes survive four of their classic adventures – The Boy who cried Rat, In the Army, Stimpy's Invention and Marooned with an enchanted, yet *deesgusting* journey through Stimpy's digestive system!

So play Ren & Stimpy and travel through the 16 lip-smacking levels of twisted gameplay into the real world of fresh air and pizza delivery. And don't forget your breath mints!

AVAILABLE FROM 7 DECEMBER 1993.

VEEDIOTS!

SUPER NINTENDO
ENTERTAINMENT SYSTEM

Official
Nintendo
Seal of Quality

T•HQ International

Coming Soon for
GAME BOY

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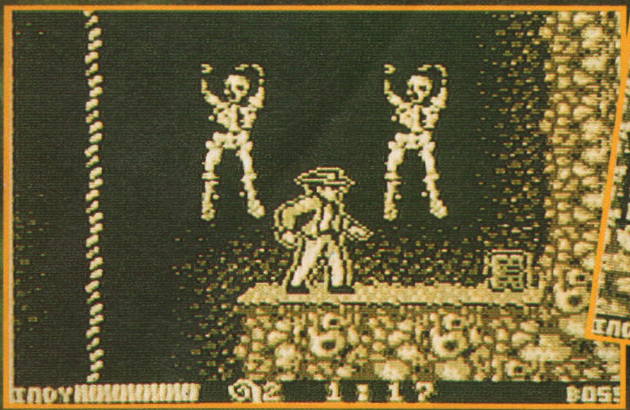
BY: UBISOFT PRICE: TBA MEG: 2/4

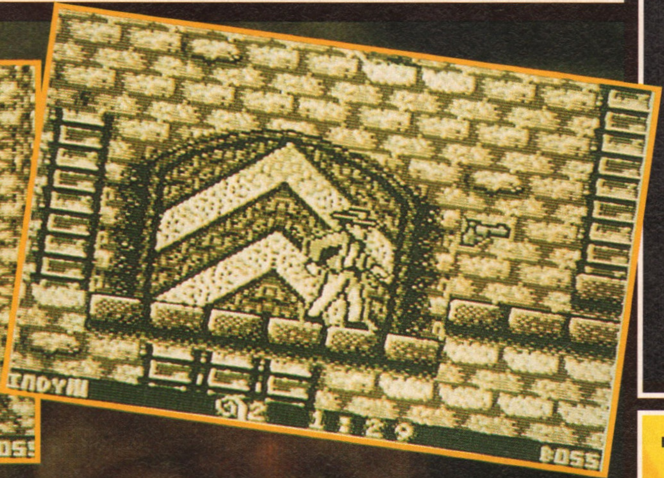
PREVIEW

GAME BOY

Nintendo Entertainment System

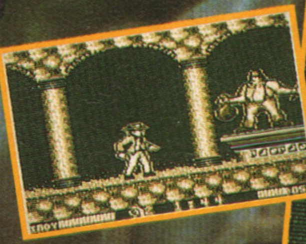


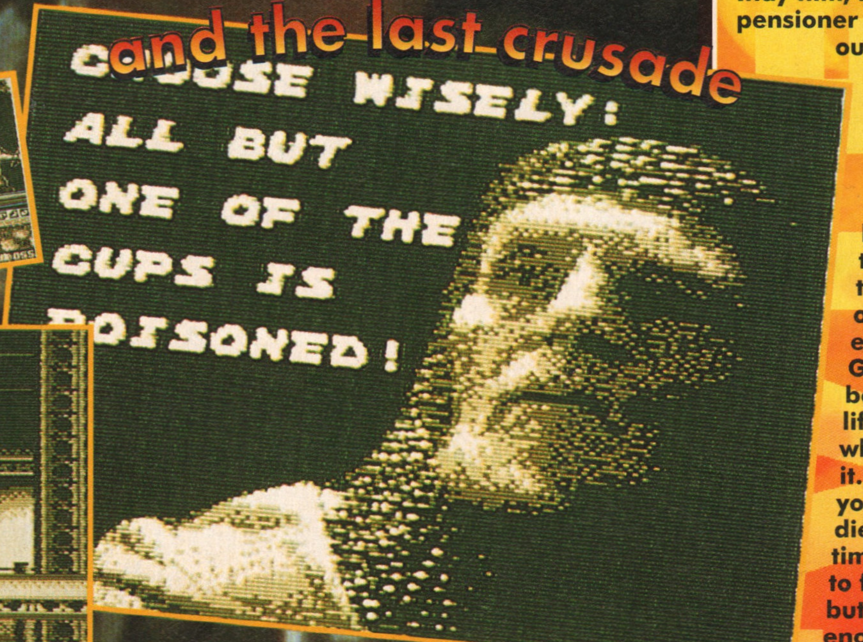
Get up and glow with Ready Brek!



INDIANA JONES

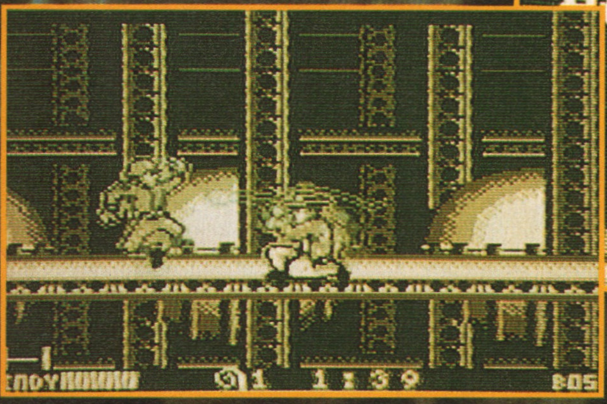
and the last crusade



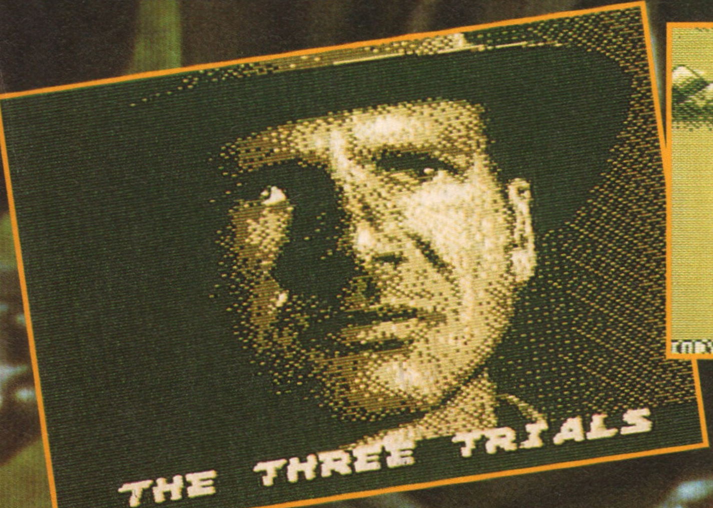


CHOOSE WISELY: ALL BUT ONE OF THE CUPS IS POISONED!

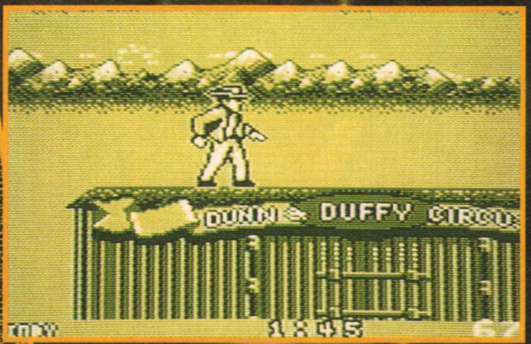
...And if you survive the ordeal, you could be going home with tonights star prize [illegible] matching sun roof! Wooooh!



Take That demonstrate their new look.

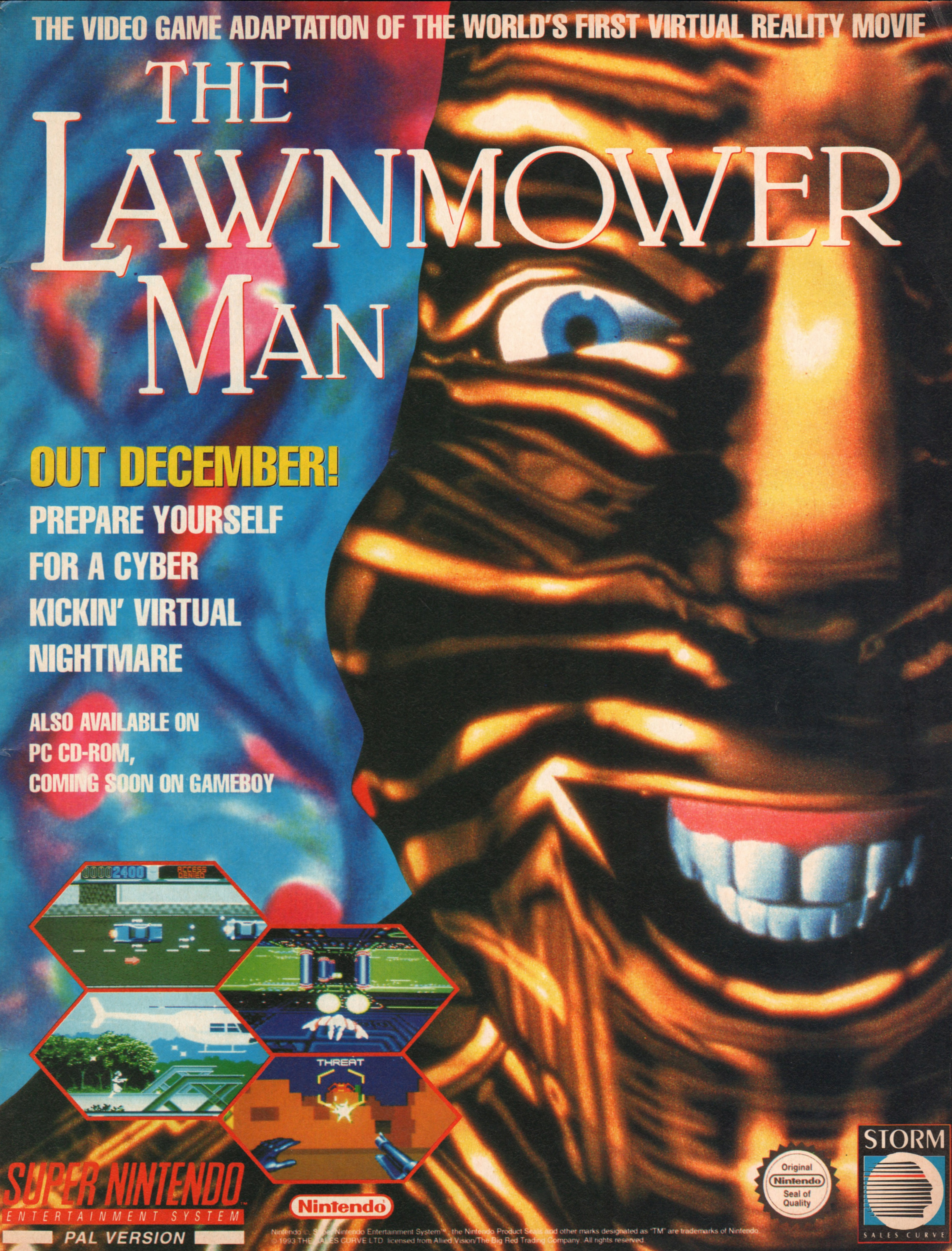


THE THREE TRIALS



Ha! This'll teach them for not letting me keep that Lost Ark that followed me home! I'll run away and join this circus, and tame the lions and they'll never ever see me again and then they'll be sorry. Waah! I want to go home!

The man with the hat is back with a vengeance as Ubisoft prepares to unleash Indiana Jones And The Last Crusade on NES and Game Boy soon. As you can see from the shots, the game faithfully follows the plot of the third Indy film, right up to the pensioner in the knight's outfit at the end! For those of you who ought to know better, the film itself had Indy and his dad battling the Nazis to seize control of the legendary Holy Grail, said to bestow eternal life on anyone who drinks from it. Trouble is, you'll probably die five hundred times over trying to find the thing, but that's not enough to stop Indy (and dad) in their quest for box office success. The game's action kicks off on the circus train, with the not-so-young-looking Indy battling his foes at high speed. Then it's off for a single-handed platform war against the Nazis with evil end-level bosses thrown in for good measure. Ubisoft are planning a December release for both games, which means you should be able to check out the full NMS Review in the very next blockbuster issue of this rather fine magazine. The countdown begins...



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Nintendo
ENTERTAINMENT SYSTEM

BY: UBISOFT PRICE: TBA MEG: 4

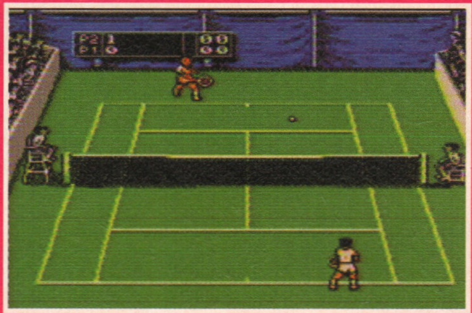
Jimmy Connors

Pro Tennis Game

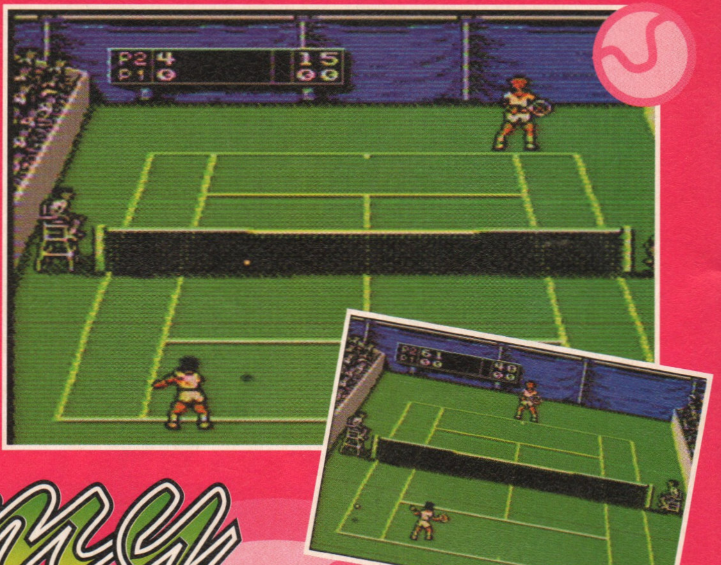
Jimmy. Hardly the sort of name your associate with one of the world's premier tennis players and light entertainers. James perhaps. Hmmm. Anyway, now this star has a game all of his own on Nintendo's 8-bit NES Console, converted from its Super NES big brother. Yes, now all you NES owners can get your hands on his game, Jimmy Krankie's Tennis.

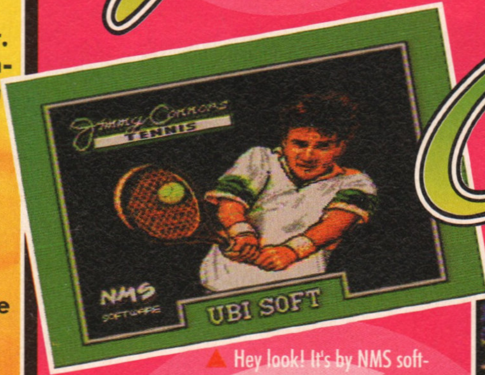
Actually, that's a lie, because Jimmy Krankie was played by a woman for starters. It's actually Jimmy Connor's Tennis. And it's still a lie, because you can't get your hands on it yet. But soon, soon my pretty, haha. It's a two-player game, and far too late to catch any Wimbledon knock-on publicity, but that's okay because the programmers firmly believe that the quality of the game is enough to ensure its success.

Actually, having had a go at a pre-production version of the game, we're inclined to agree. The potential is there for a very good game indeed, and hopefully the finished article will live up to this promise. There are all the necessary requisites of your general tennis game, all manner of different shots and such, with tournaments to enter and even a strawberries and cream eating sub-level! Actually, that last little bit about the strawberries was a complete lie. But we were telling the truth about the rest.
And indeed, we'll be telling the truth about the quality of the game in our review in a forthcoming issue of NMS right soon!

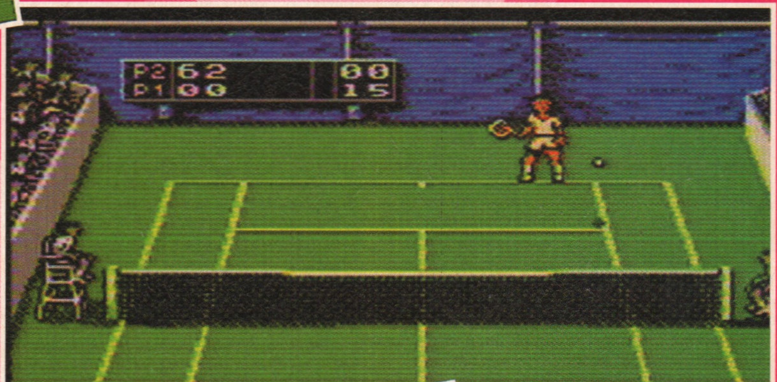


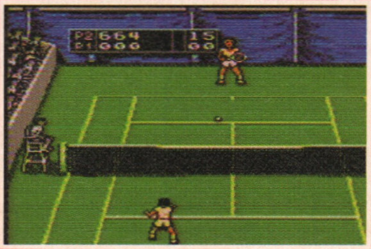
▲ Pardon me boy. Is that the Chatanooga linesman?



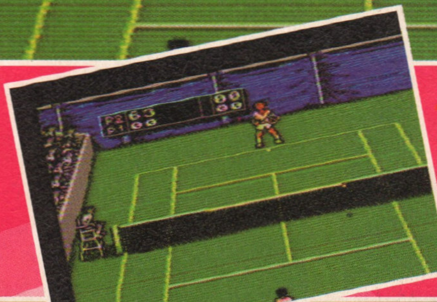


▲ Hey look! It's by NMS software! Tee hee!

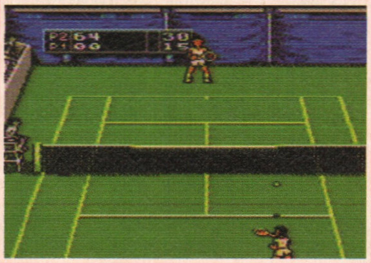




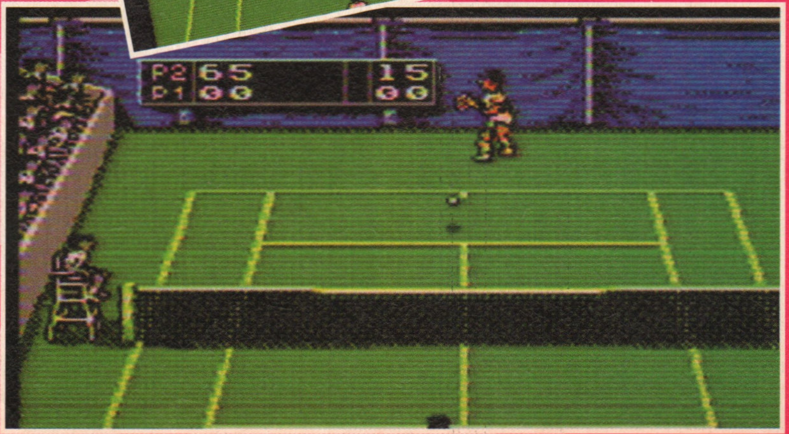
▲ You can tell Clare's new. She's put big huge caption spaces on these boring pictures.

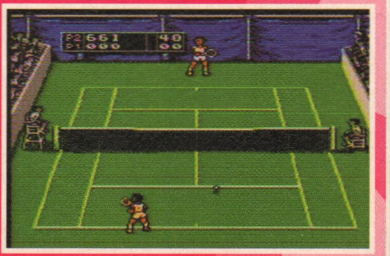


▲ At the crucial moment, Tarquin was distracted by a call for help. Should he return the match point shot, or rush to save the drowning man? (©NMS Force Novellas 1993).



▲ Still, she'll learn her lesson after a couple of hours in the Special Chair! Ahahahaa!



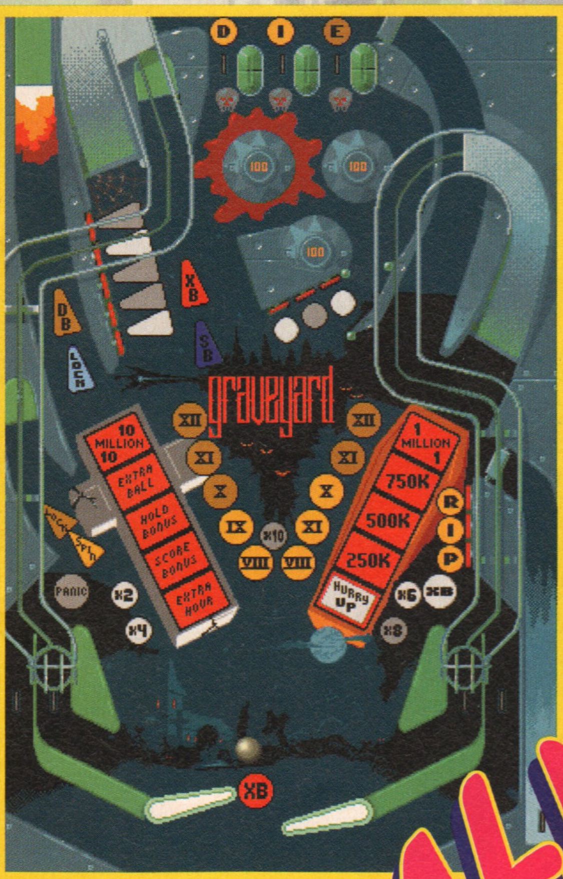


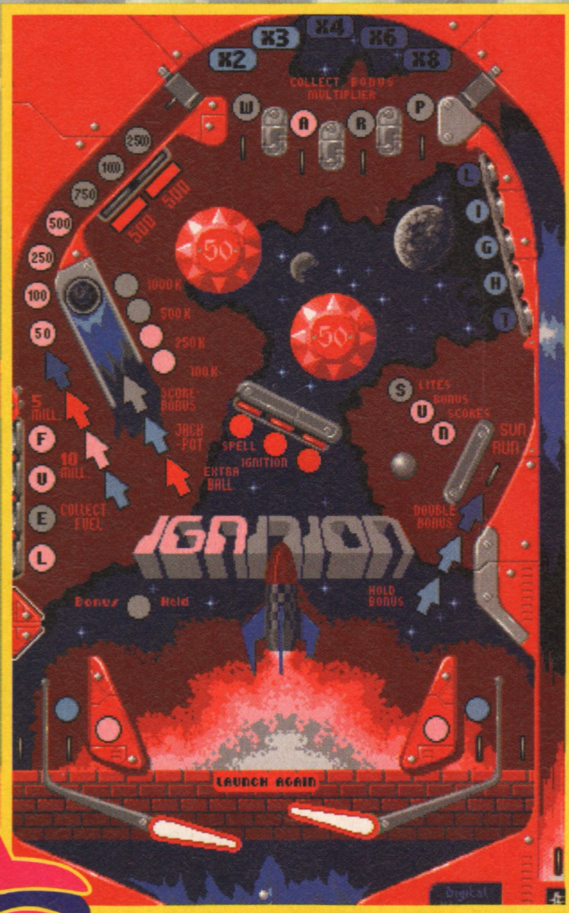
▲ Anyway, here's some Connors action for you.

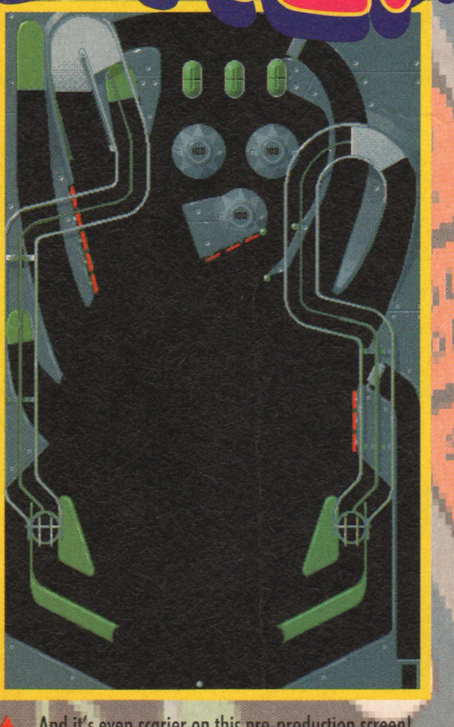
BY: GAMETEK PRICE: TBA MEG: 8

PINBALL DREAMS

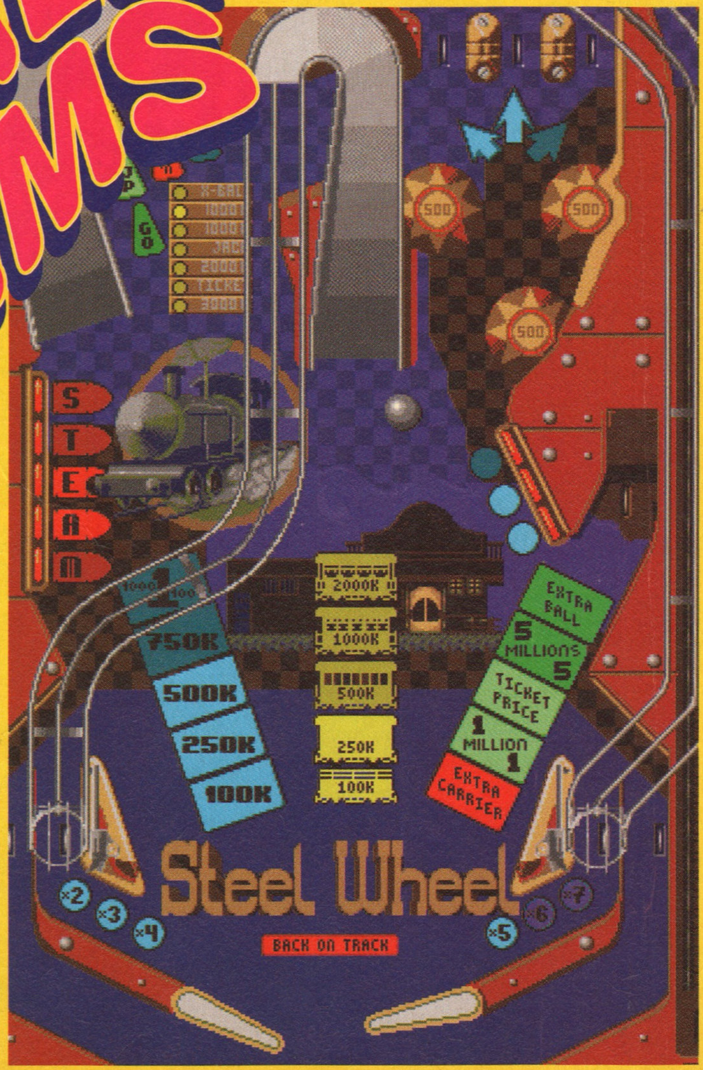
▼ Brrr! Sends a shiver right down your spine doesn't it...


DIE
graveyard
10 MILLION 10
EXTRA BALL
HOLD BONUS
SCORE BONUS
EXTRA HOUR
1 MILLION 1
750K
500K
250K
HURRY UP
RIP
PANIC


COLLECT BONUS MULTIPLIER
WARP
LIGHT
FUEL
SUN
IGNITION
EXTRA BALL
JACK POT
DOUBLE BONUS
HOLD BONUS
LAUNCH AGAIN



▲ ...And it's even scarier on this pre-production screen!


STEAM
750K
500K
250K
100K
2000K
1000K
EXTRA BALL
5 MILLIONS 5
TICKET PRICE
1 MILLION 1
EXTRA CARRIER
Steel Wheel
BACK ON TRACK

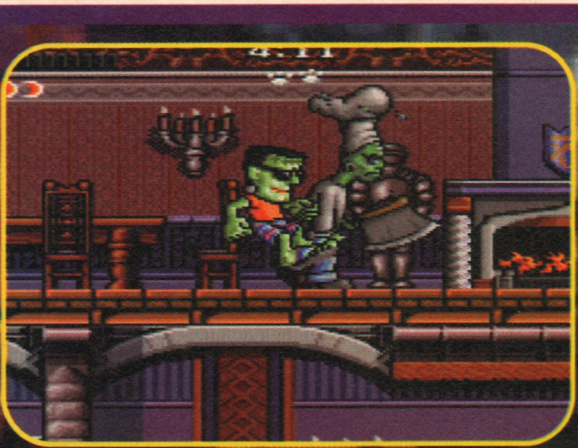
"I want to be princess." "I want to be a tomato." "I want to be one of those little silver cake decorations no-one ever eats." The first two of those statements are the aspirations of young children on those adverts - not realising you have to be born a princess or a tomato, the stupid cretins. The latter ambition, however, is slightly more realistic, for it is a Pinball Dream. Yes, in the heart of every one of those little silver chaps there is a dream, something to cling on to in their darkest moment. Every pinball harbours visions of making it into a game of Hungry Hungry Hippos, gracing the bearings system of a luxury car, or indeed, being one of those little silver cake decorations no-one ever eats. And it is on these dreams this game is built.

Pinball Dreams tells the story of three such balls, each on a different table, either the Wild West one, the Haunted House one, or the Outer Space one. Should they rack up enough points, they're granted their freedom and allowed to move on to their next career. And you, noble player, are charged with helping them in their quest by flipping the flippers to send the ball of your choice on its way.

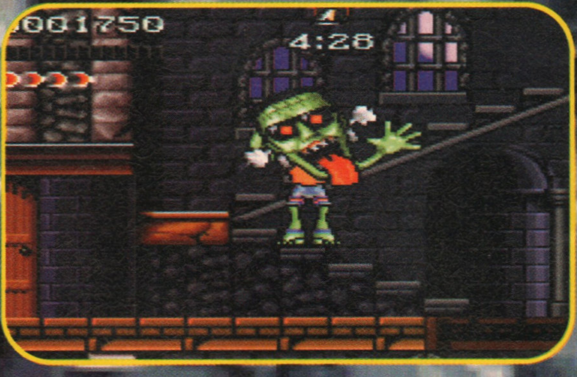
But is it any good? I bet that's what you're all thinking. Well, we're not telling. Not until next month anyway.

Ha ha ha.

BY: ELITE PRICE: TBA MEG: 8

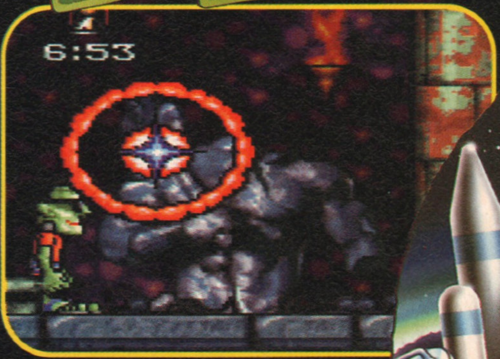


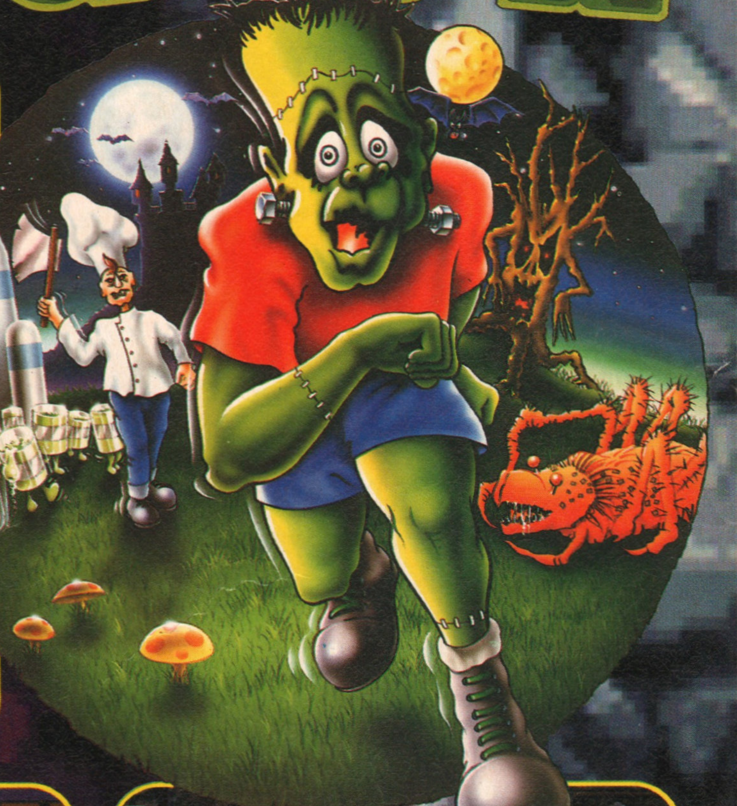
▼ 'Give us a kiss' said Andy

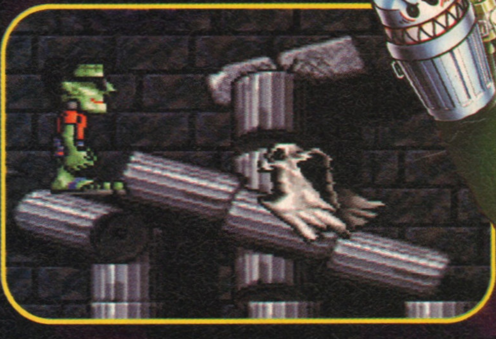


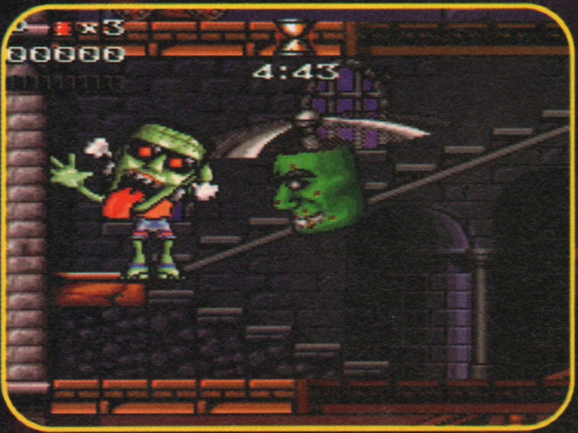
The Adventures Of Dr.Franken

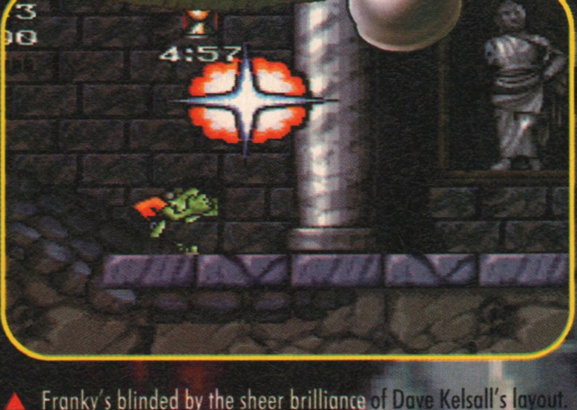
Poor old Dr Franken. When it comes to Super NES games he doesn't have much luck. You see he's having a spot of woman trouble. Apparently, his rather popular (and indeed, quite good) Game Boy title made him a rather fat pile of cash, which he deigned to spend on a round-the-world holiday for him and his girlfriend, Frankina. Sadly, the day before their departure, Frankina realised she'd lost her passport - and it was one of those ten-year ones that let you go to Sweden and take about four months to come through once you've applied for them. So Frankers did what any caring, nineties chap would do - he cut her up into little bits and posted her to the holiday location. However, whilst having the hands of a violin player and the body of a champion weight lifter, Frank was also given the brain of Dave Kelsall, so it never occurred to our zombie pal that posting one piece of Frankina to each locale wasn't such a good idea. Franken now has to leg it around the world and find all the bits and reassemble her before their holiday proper can begin. Franken 2 has a more cartoony feel to it than its predecessor, and it's bigger too. The platform style is similar but has apparently been updated for increased playability. Is this the case or not will be seen in the very next issue.











▲ Franky's blinded by the sheer brilliance of Dave Kelsall's layout.

Timeyoucameandsaurus.

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WOOLWORTHS

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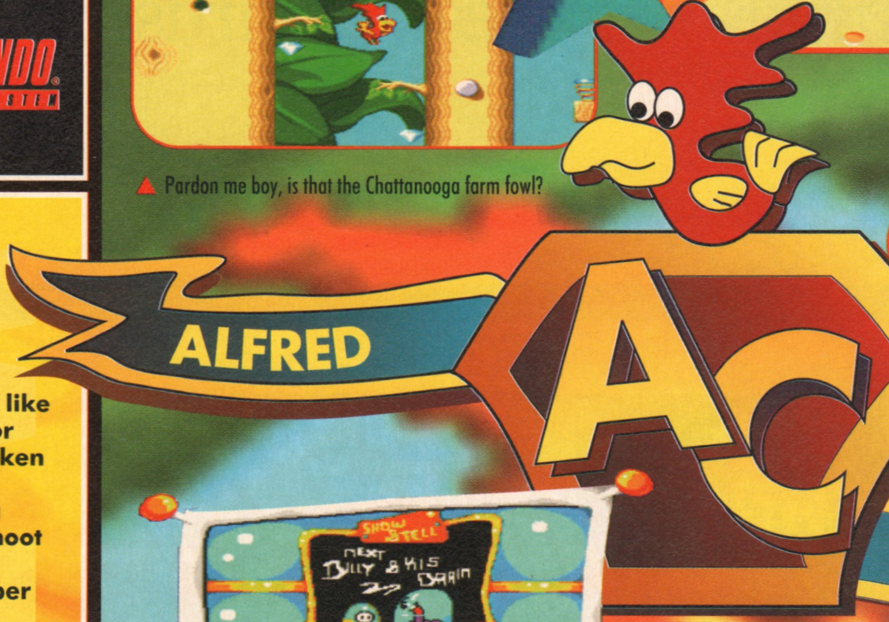
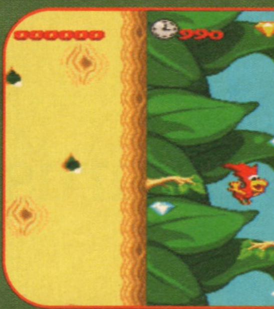
BY: MINDSCAPE PRICE: TBA MEG: 8



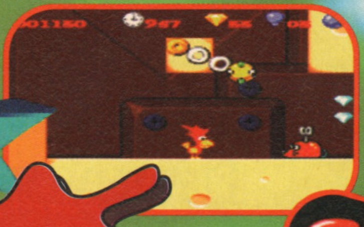
Alfred Chicken, that lovable chicken. What a chirpy, huggable feller he is. Apart from when he indulges in his stupid publicity stunts, like entering elections or having his photo taken with pouting "chanteuse" Donna Ewin, or trying to shoot the flaming queen. Anyway, all you Super NES owners will be pleased to hear that none of these antics feature in the Alfie's forthcoming debut for your console.

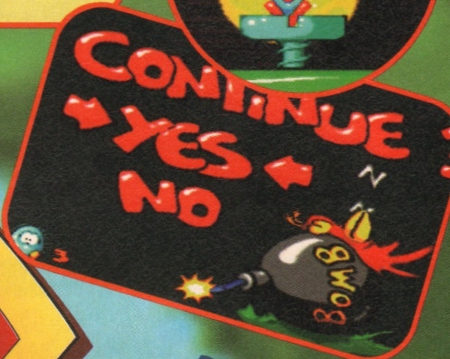
Instead, there's twenty levels of all-new Alfred action - not converted from the Game Boy/NES version of the game. There's also a number of new hidden surprises, bonus games and secret rooms. The plot this time revolves not around Alfred having to rescue his shiny red toy fire truck (as in his previous outing), but the rather more noble quest to save a number of missing eggs from the clutches of - gasp - the vile Mecha-Chickens. As always, Mr Peckles is at hand to help out with handy power-ups, should you be able to find his secret hideout on each stage.

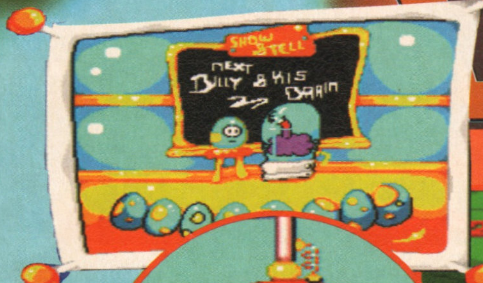
Alfred certainly made something of an impact on 8-bit Nintendo, and Mindscape are hoping for similar success on Super NES. But will they make it? Eh? EH? WILL THEY? For the full low-down, check out next month's amazing, in-depth Super NES Alfred Chicken Review in this very tome...

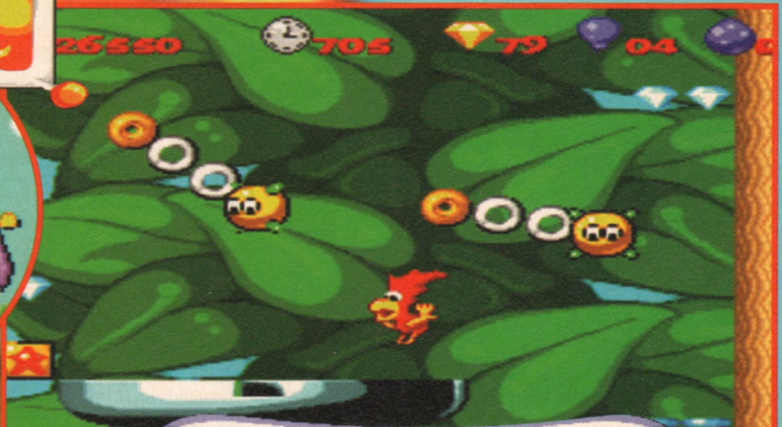


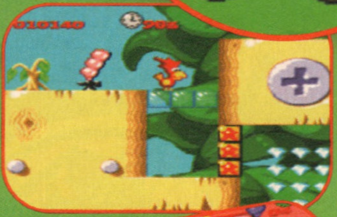
▲ Pardon me boy, is that the Chattanooga farm fowl?

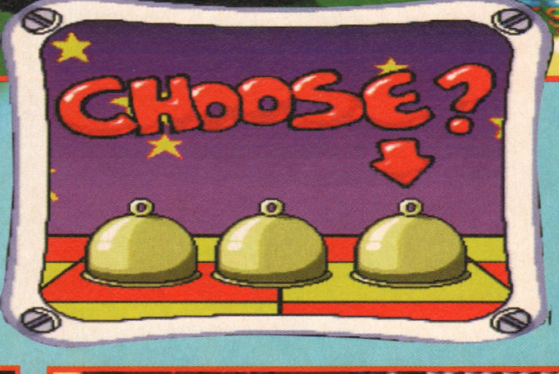




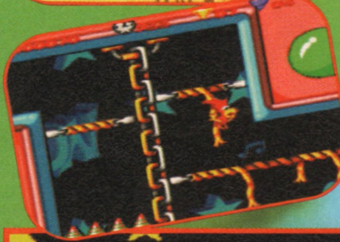


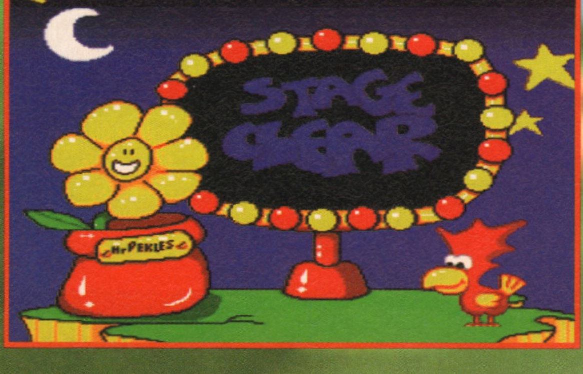


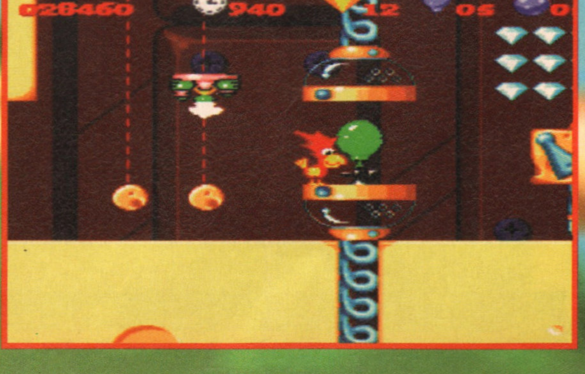


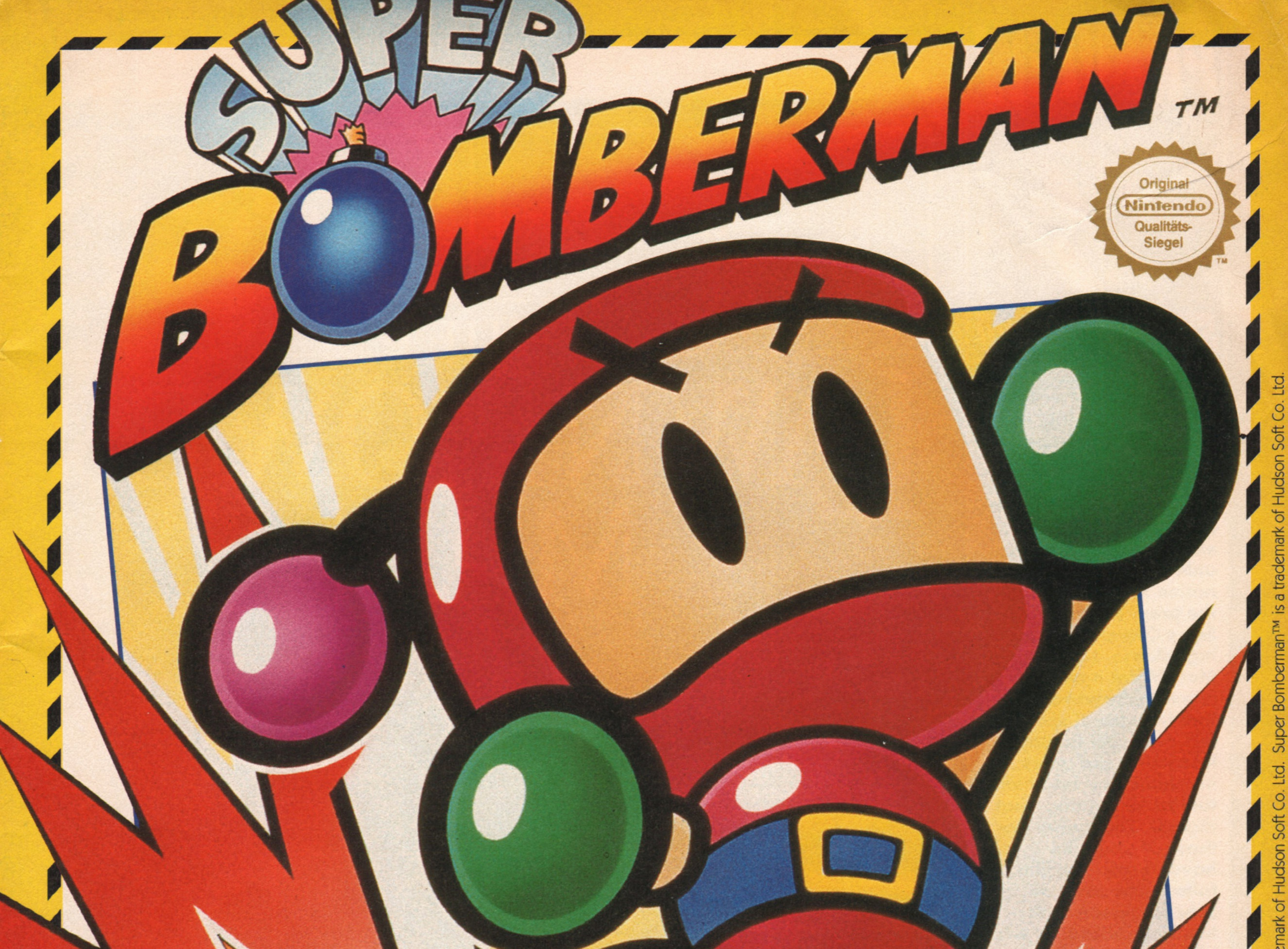


► Hmm, I just don't know. Which one would you choose. I think the one on the left looks nice.





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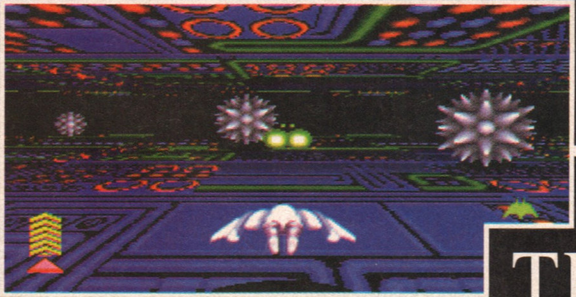
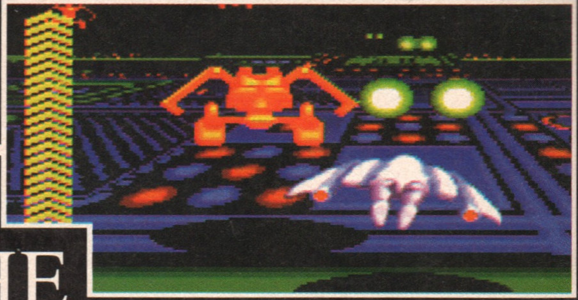
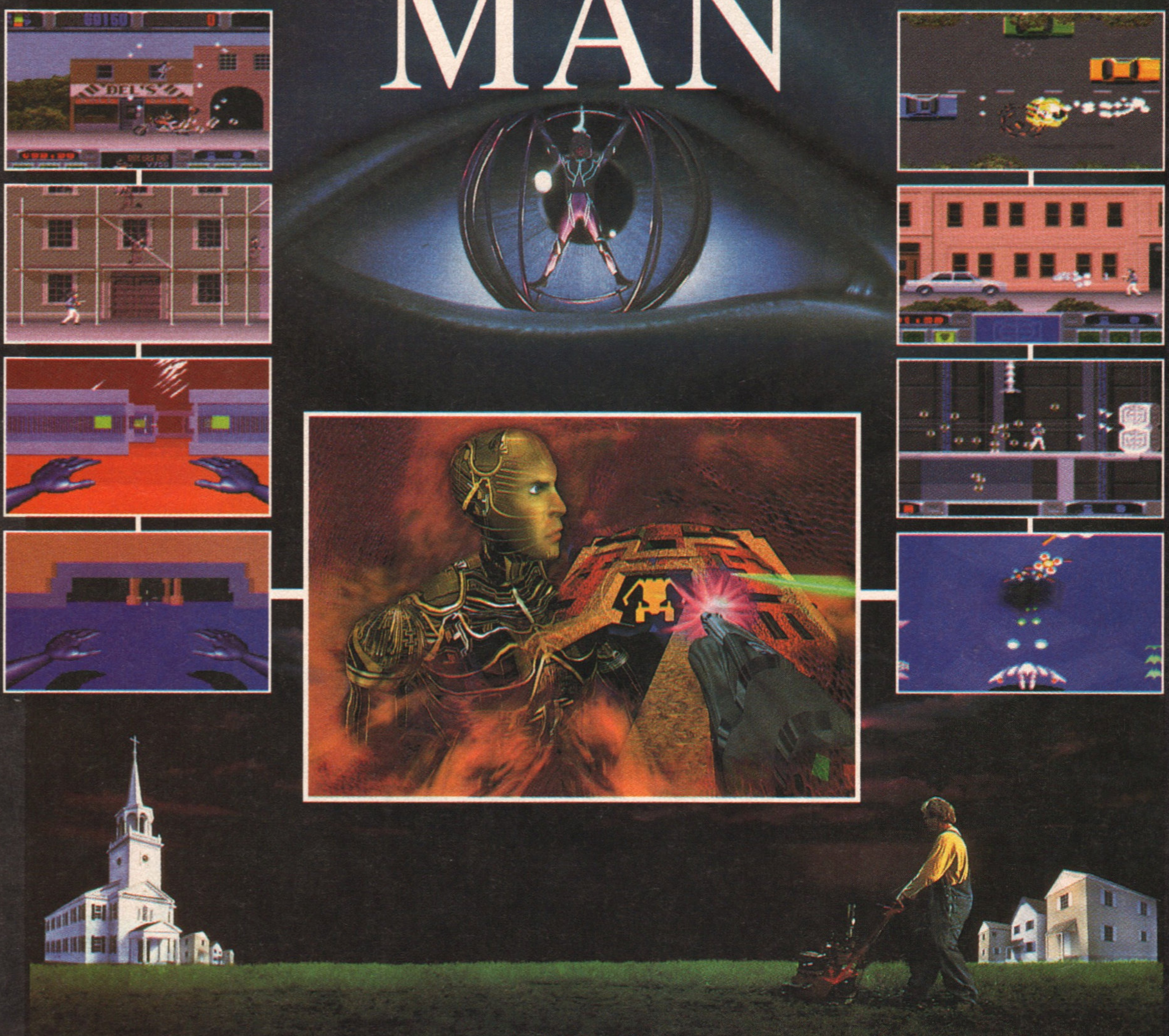
BY: SALES CURVE PRICE: £49.99 MEG: 8





THE LAWNMOWER MAN



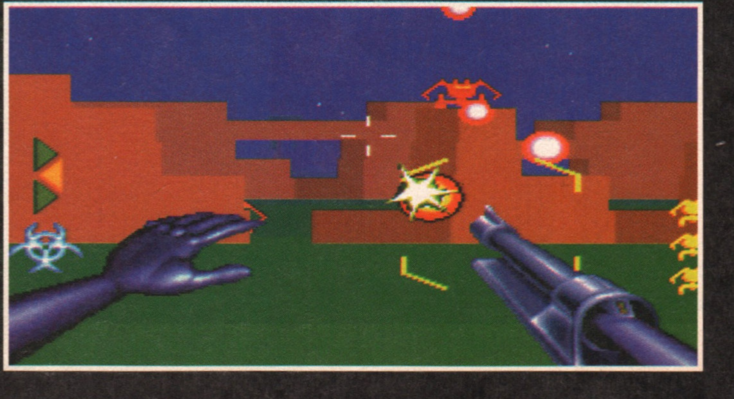
"By the turn of the millennium the technology known as Virtual Reality will be in widespread use. It will allow you to enter computer generated artificial worlds as unlimited as the imagination itself!" So reads the press release for the Sales Curve's forthcoming release, Lawnmower Man. What it neglects to mention, however, is that the virtual spaces will probably be populated with sad types indulging in a bit of virtual train-spotting - but I digress. The game - for those of you who haven't seen the film - follows the story of Jobe, a person with learning difficulties who idles away his time mowing the neighbourhood lawns. That is until he attains a Carol Vorderman-like intelligence, psychopathic tendencies and special cyber-powers when his neighbour, Dr Angelo, uses him as a human guinea pig in his virtual reality experiments. The new CyberJobe enters the virtual world where he plans his vengeance on Dr Angelo for all the injustices he has suffered - the ungrateful little blighter!

As Dr Angelo, your task is to make your way across various platform, puzzle and high-speed 3D levels in your battle to prevent Jobe becoming a cybergod by infiltrating every computer in the world. Sounds exciting? Well keep a look out for our virtually excellent review in the next issue!

VIRTUAL VARIETY

This 8-meg cart boasts no fewer than five different styles of gameplay as well as digitised images and voice samples from the film. But perhaps the most impressive bits are the 12 flying sequences where you zoom across several virtual worlds avoiding obstacles and fighting cyberchimps! Intriguingly, the speed and smoothness of flight is achieved without the use of any accelerator chips whatsoever. Cor!

▼ If... If only I could reach the gun and stop this senseless slaughter of cyberchimps...



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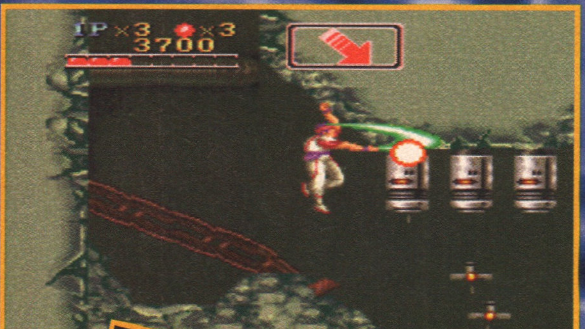
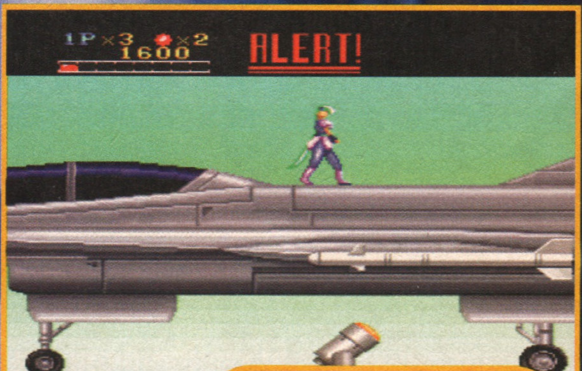
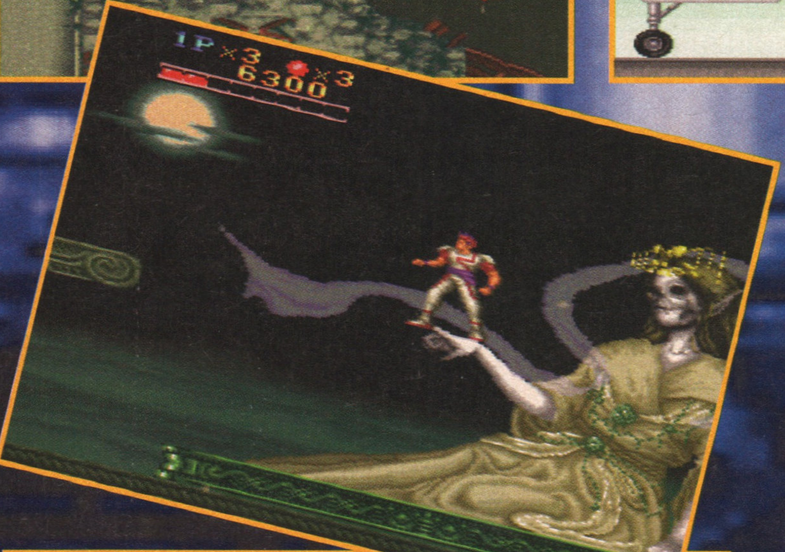
BY: ATLUS PRICE: TBA MEG: 8

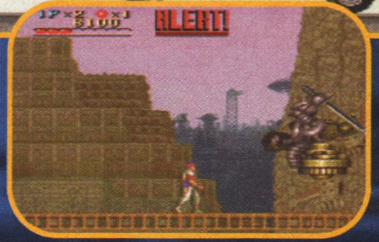
RUN SABER

Guess what? The Earth is in danger. Guess what else? It's because of a horde of hideous space demon-type things who have nefarious designs on our fair planet. Now where have we heard that one before? Why, it's the story for just about every single platform/ shoot 'em up game ever. Well, don't let the over-used plot put you off - it obviously didn't bother Atlus, the people responsible for this latest platform adventure,Run Saber, because it features all such elements - and in unhealthily large doses too. All that aside, the plauyers responsibility is to take control of either (or both) Keith or Kelly Saber as they battle valiantly across numerous alien-infested platform levels on their way to meet the final boss. Well I don't know if that's exactly what the aim is, but given the nature of the storyline I'd say it's a pretty safe bet. Anyway, Run Saber, as you can see from the screenshots, is a one or two-player simultaneous platform slash 'em up that owes no small debt to the coin-op Strider. Well, only insomuchas your character can jump around, slide along the floor and generally hang off walls and ceilings whilst slashing away at the vile enemy hordes with his magical sword - which is certainly no bad thing and certainly no reason do disqualify it. Or is it? Next month we'll have the full Review, so you'll be able to find out then, but in the meantime feast your mince pies on these luvverly screenshots.

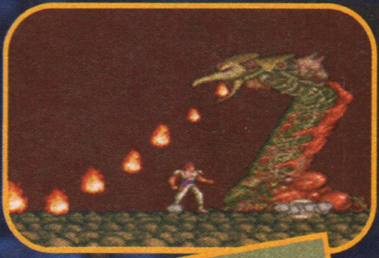


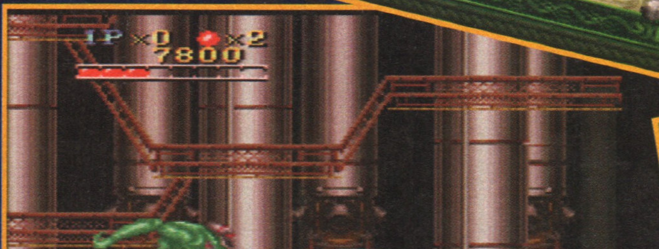


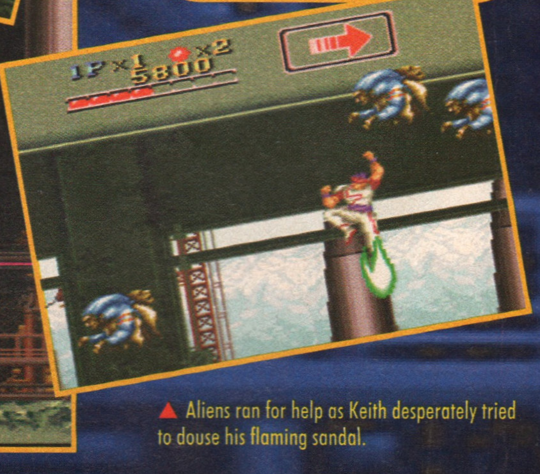




▲ I am the dark knight of Talakka and I accuse you of having stolen my legs! Gis 'em back. Go on...

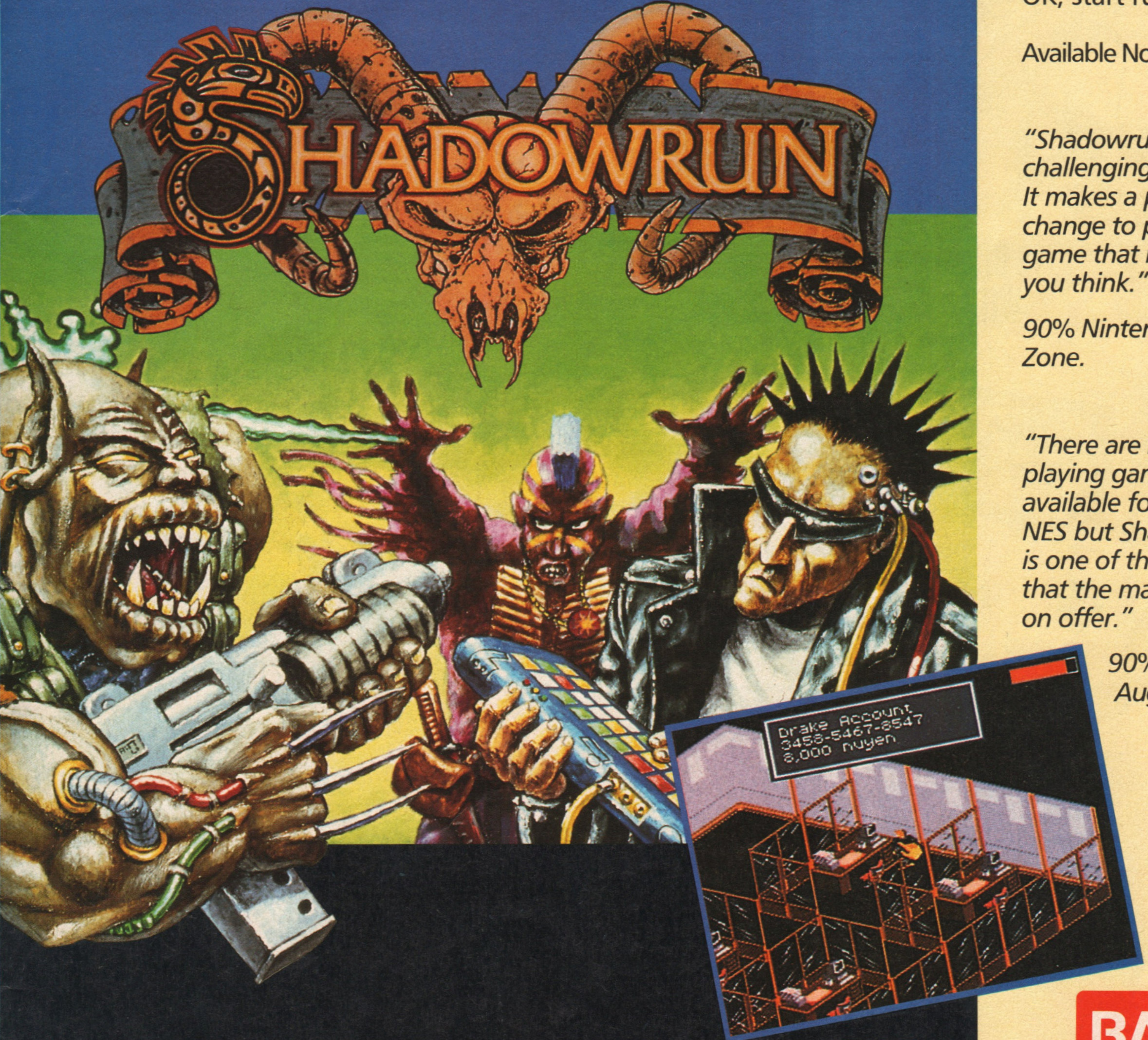






▲ Aliens ran for help as Keith desperately tried to douse his flaming sandal.

You can run but you can't hide.



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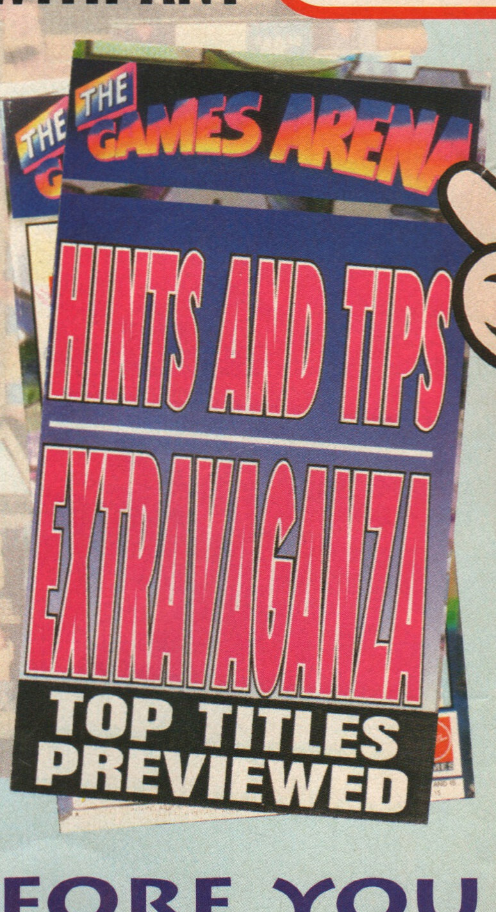
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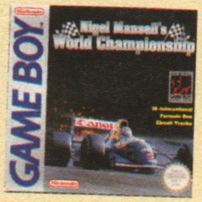

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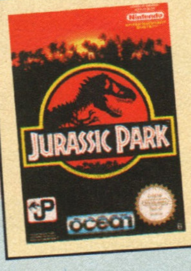

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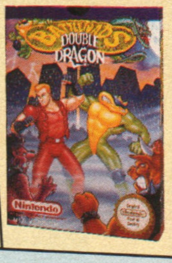

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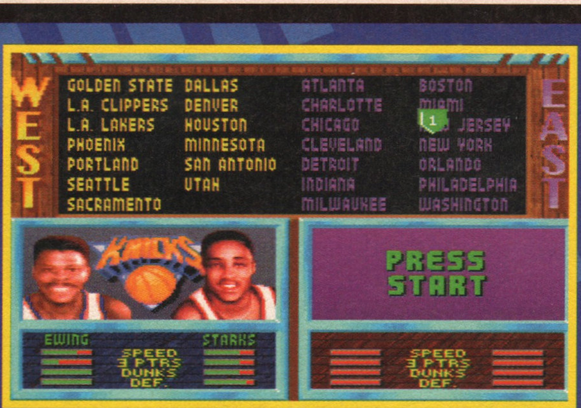
BY: ACCLAIM PRICE: TBA MEG: 16

NBA

Basketball fans will doubtless be cock-a-hoop when they read this. For Acclaim - those of Mortal Kombat fame - are in the process of converting the top arcade smash hit NBA Jam for the Super NES! The 16-meg cart is currently about 60% complete, but that didn't stop Acclaim coming down to give us a totally Exclusive peak.
The game, for those of you unfamiliar with the coin-op, takes the form of a two-on-two horizontally-scrolling basketball match with one or two players able to make the choice of the top players from around 20 teams from the big US leagues. There are a number of play options too, including single player, two player cooperative, one player on each team and very possibly a four-player option, but that's still to be decided upon. The most impressive feature of the game is the sheer number of special moves available to the players. A well-timed combination of button presses can quite often result in the most outrageous trick shots or basket burning slam-dunks. The other great feature is the speed - the pace leaving you breathless and sore-thumbed. The coin-op was number one in the stateside arcades for months so this version has a lot to live up to. However, we can't give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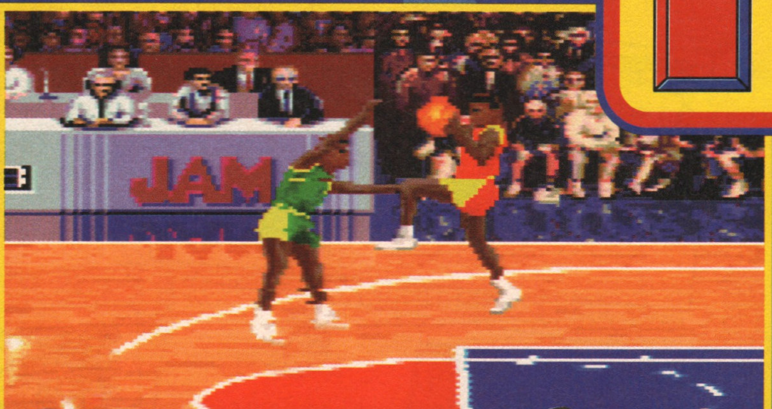

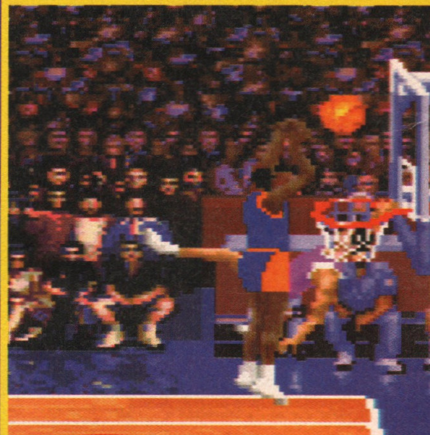

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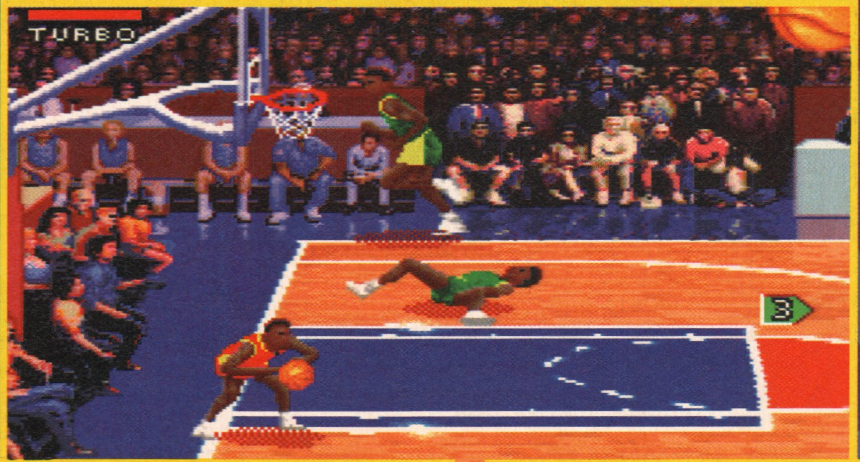
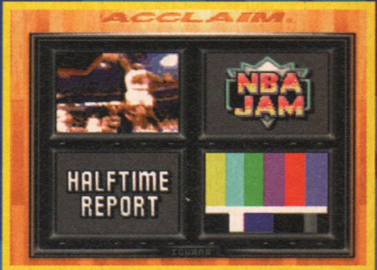
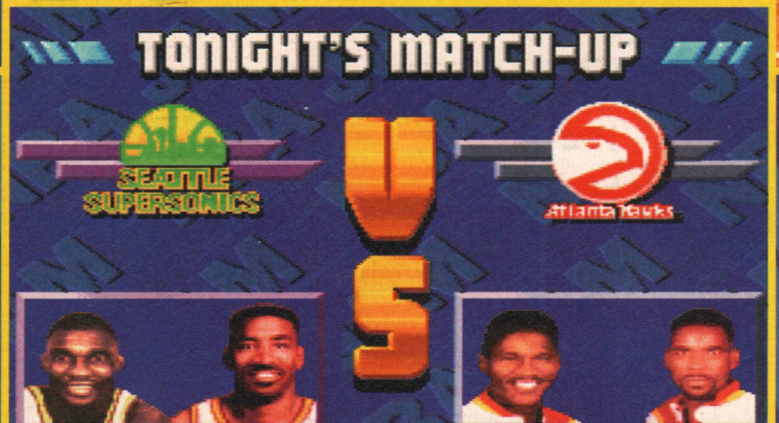



ACCLAIM
NBA JAM
HALFTIME REPORT

▼ Your task is to guide the character through the enemy ridden plains of Thel-Rakkar in search of the hideous Lord Zog. And shoot some hoops.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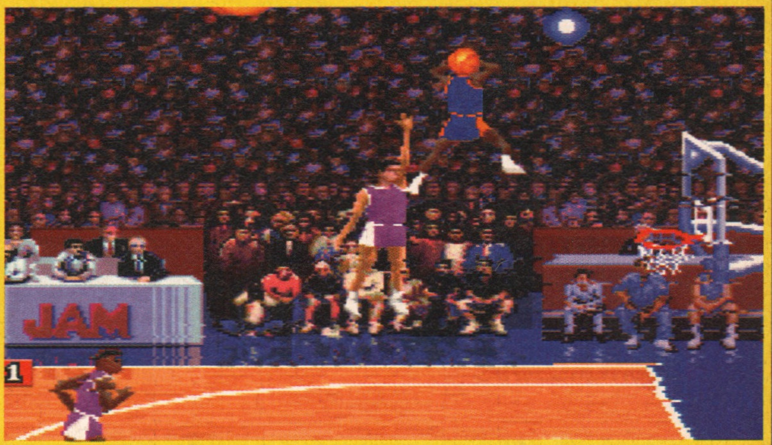

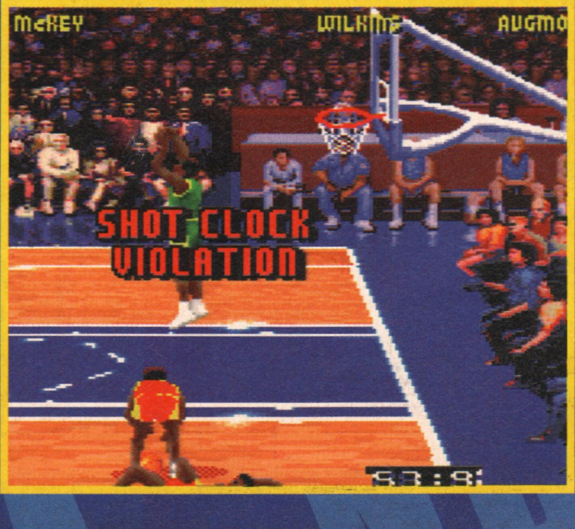
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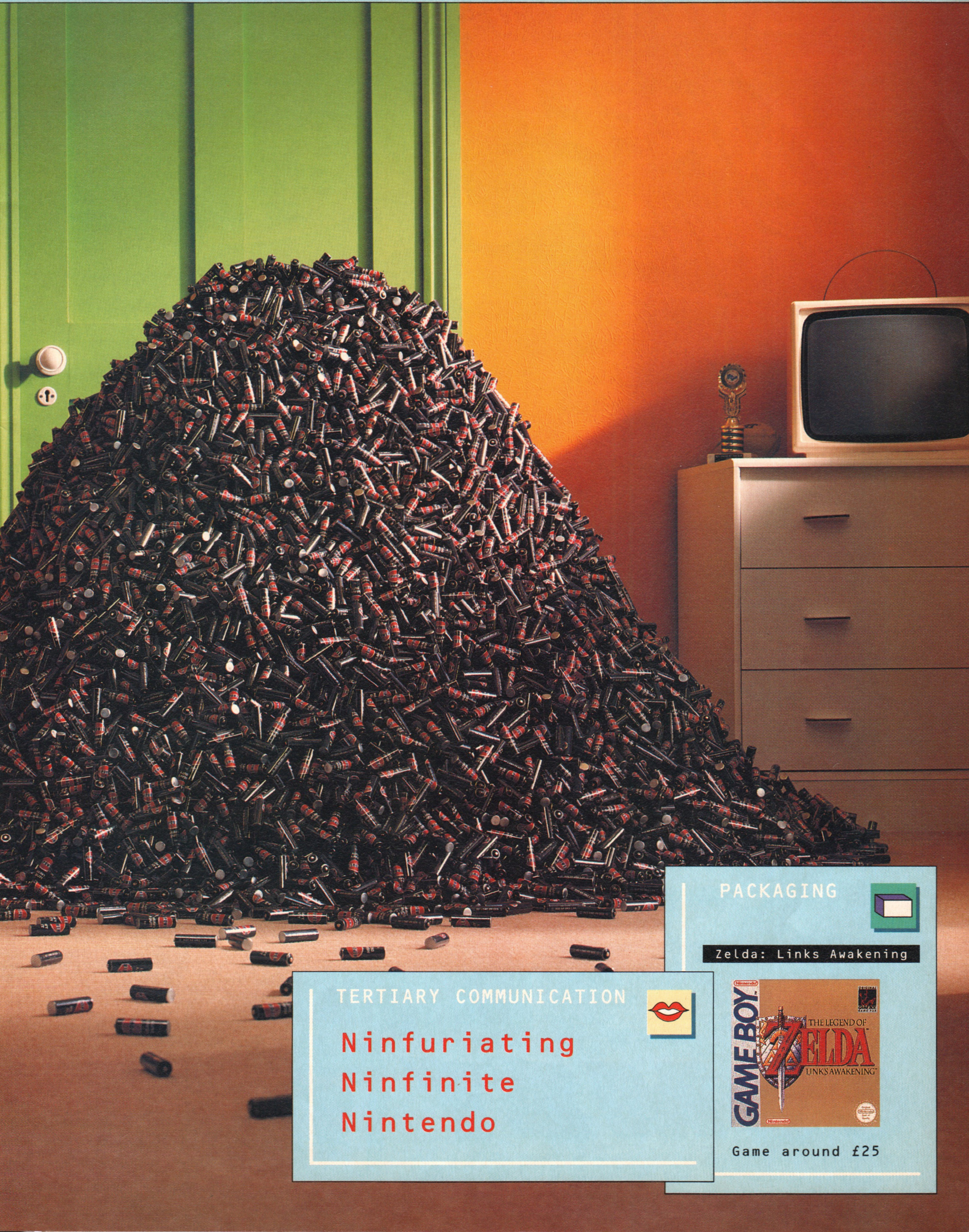
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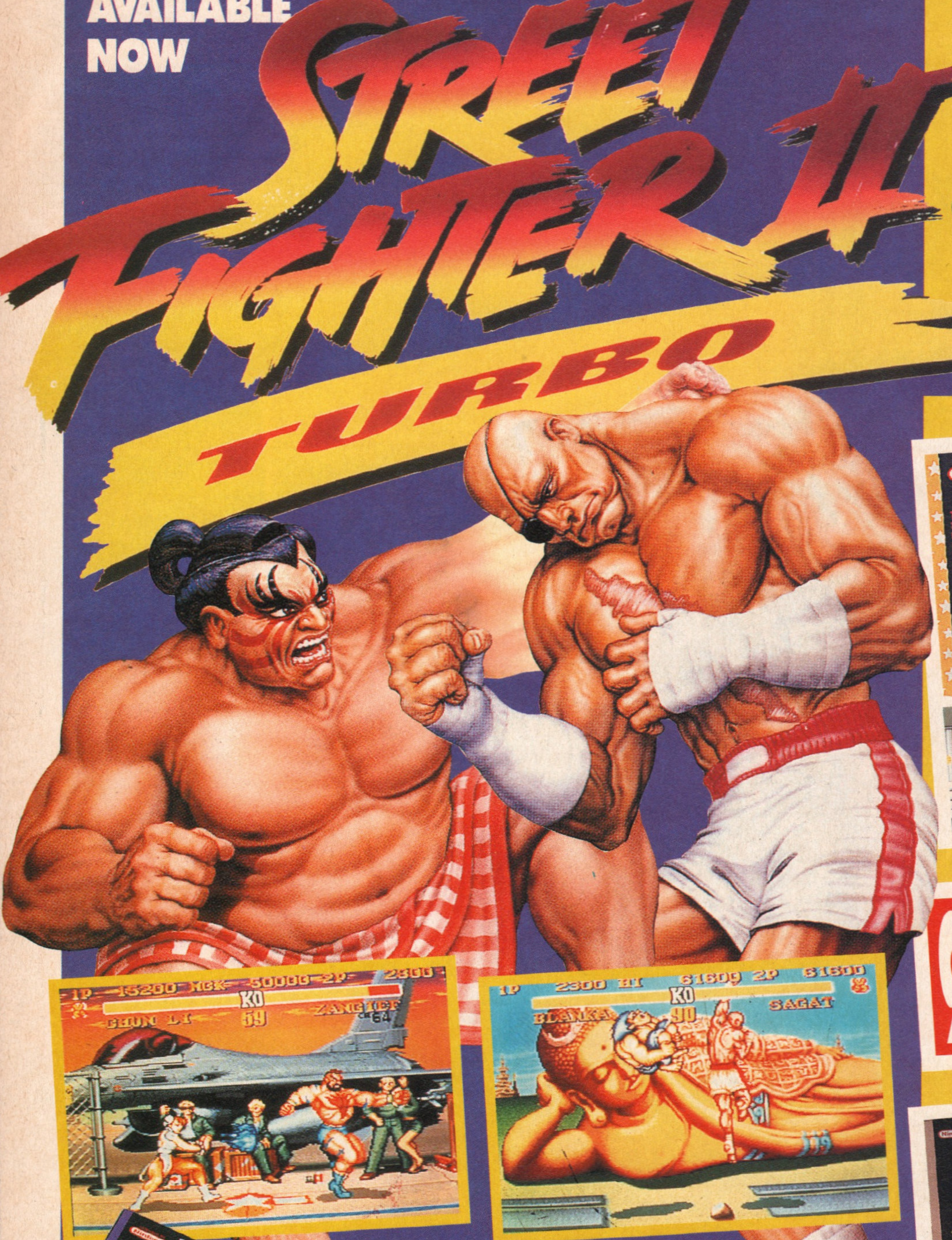
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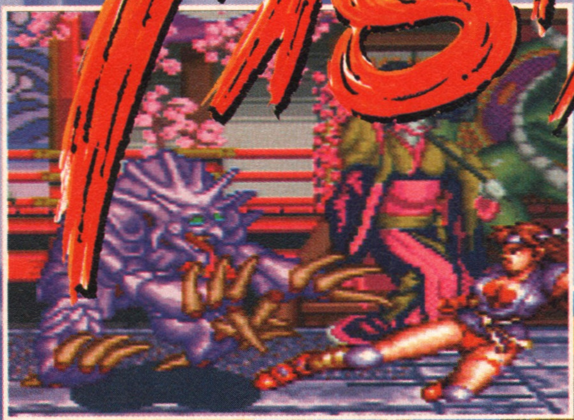
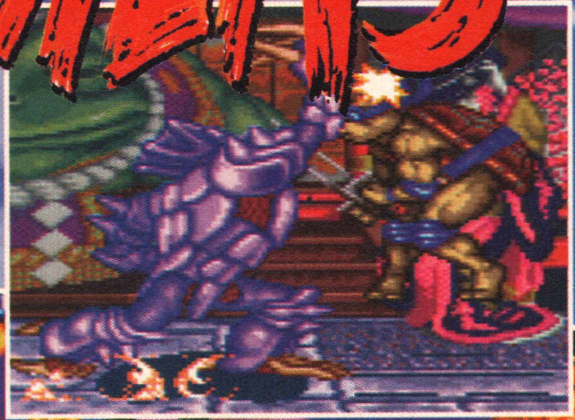
BY: KONAMI PRICE: TBA MEG: 12

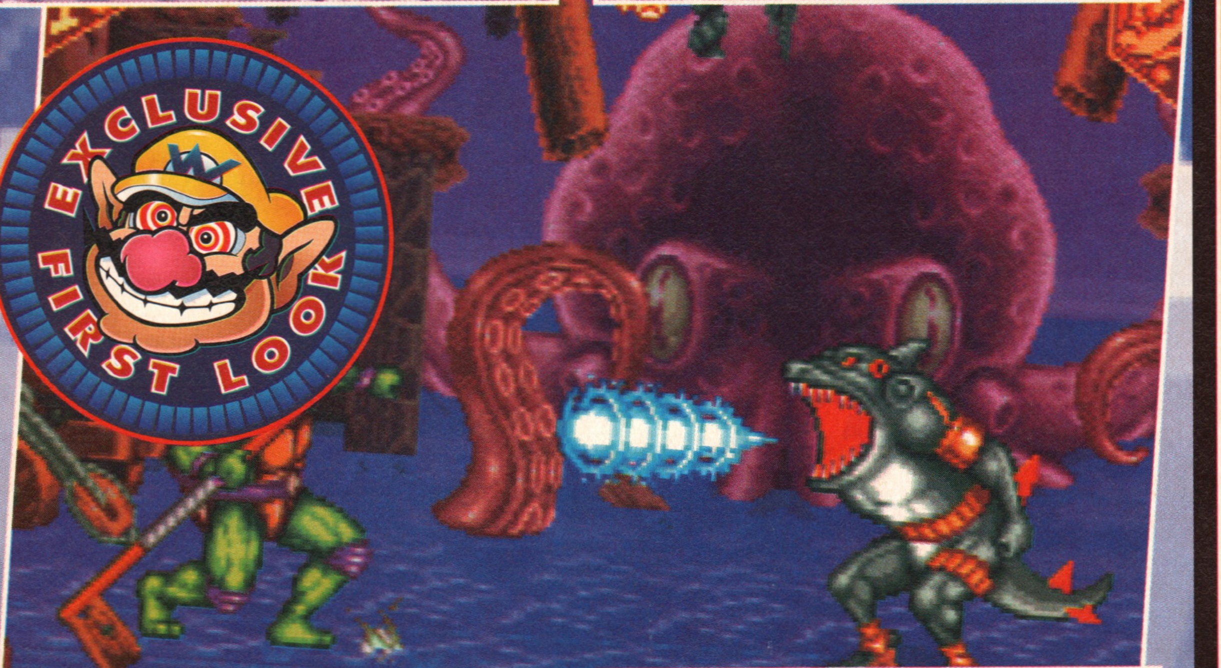
TOURNAMENT FIGHTERS

YOU'RE not going to believe your eyes! They're the Teenage Mutant Hero Turtles and they've returned from the grave to star in one of the greatest beat 'em ups we've ever seen! Forget the unhipness of Turtles, this game will put them back on the top shelf of popularity because it's completely skill! Since getting a prototype cart in the office we've paid little else in our spare time, such is the sheer quality promised by the finished version of this cart. Want to know more about it? Luckily you're holding the biggest and best mag, so away we go!

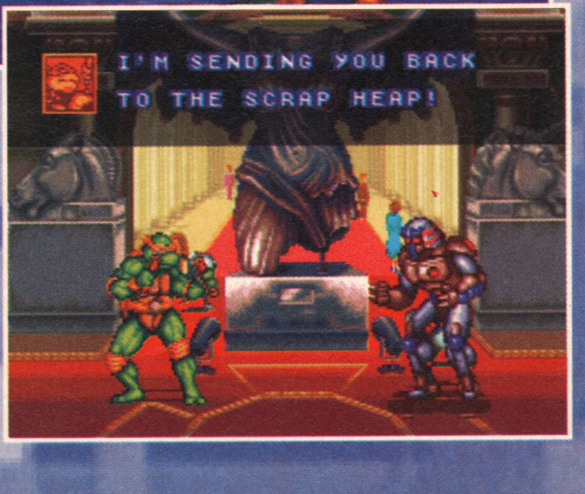
In Japan the game is titled Mutant Warriors; it's Konami's latest project for the Super NES and it's another combat game. So how does this most prestigious software company plan to market four of the world's most overworked super-heroes in such a battle-weary format? Well, the preview cart we have here at NMS demonstrates that the game is already matching up to Konami's usual high standard of presentation - both in visual effect and sound quality. Players may choose from ten mutant fighters to represent them in the standard best-of-three competition format and the action is incredible! Five new characters join the turtles and their arch-enemy Shredder in a spectacular display of unorthodox fighting technique and mystical confrontation!





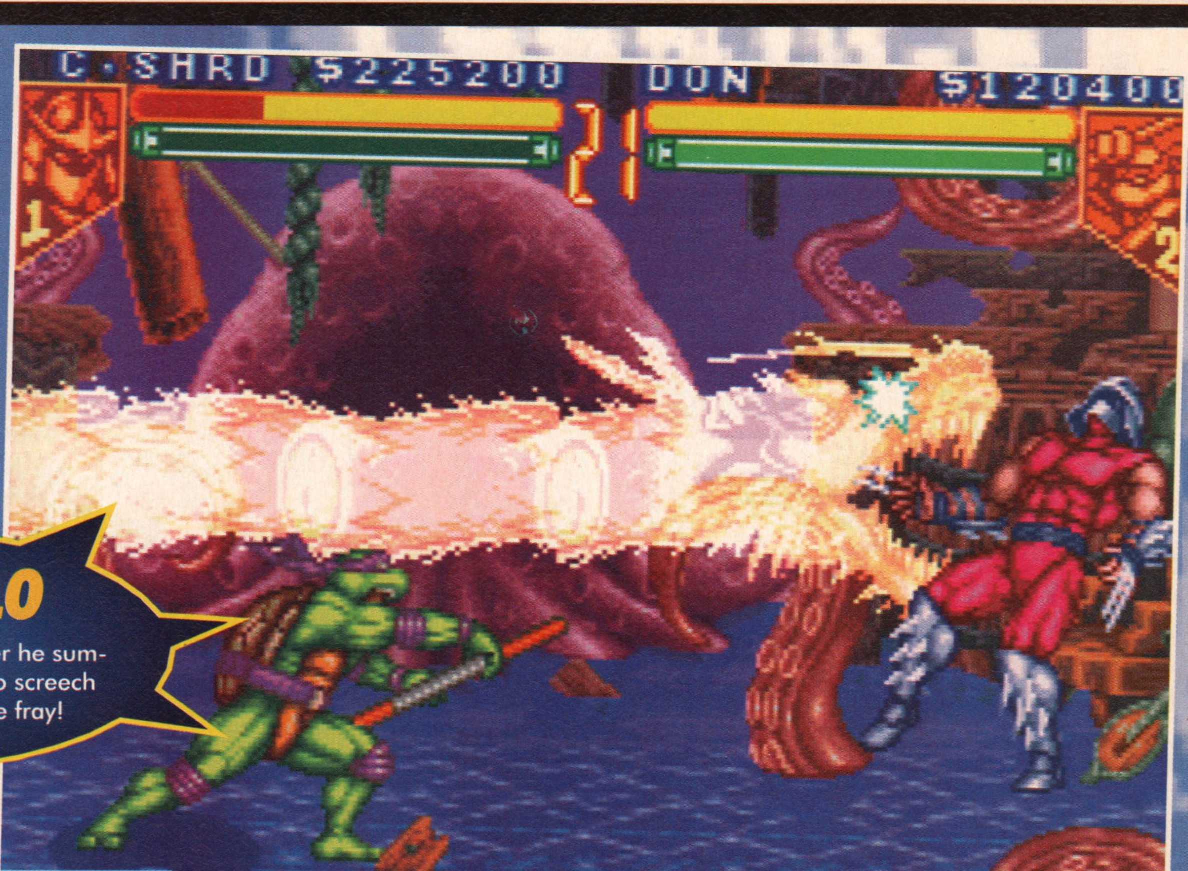


EXCLUSIVE FIRST LOOK



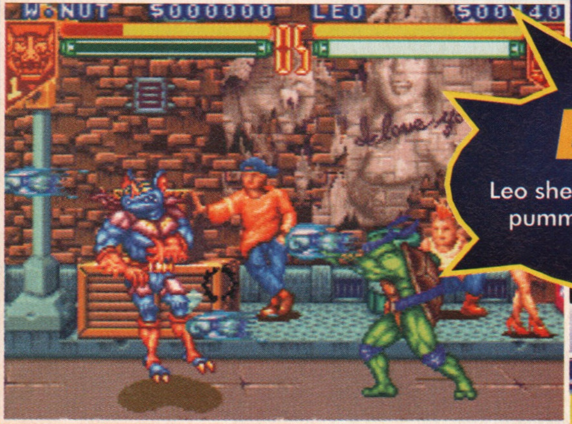
THE STORY TELLER

Solo martial artists have an extra option available to them in Tournament Fighters titled 'Story Battle'. This follows the progress of a chosen Mutant Warrior as he encounters the henchmen of a mysterious character named Karai. More powerful than the dreaded Shredder Karai has kidnapped reporter April O'Neal and the turtles' master Splinter. Bouts are preceded by snippets of storyline that reveal more of Karai's activities as the game progresses. Other players are invited to interrupt the proceedings but the action switches to Tournament Mode should anyone join in.



DONATELLO

Once Donatello has the power he summons a mighty fire-dragon to screech and scorch its way into the fray!

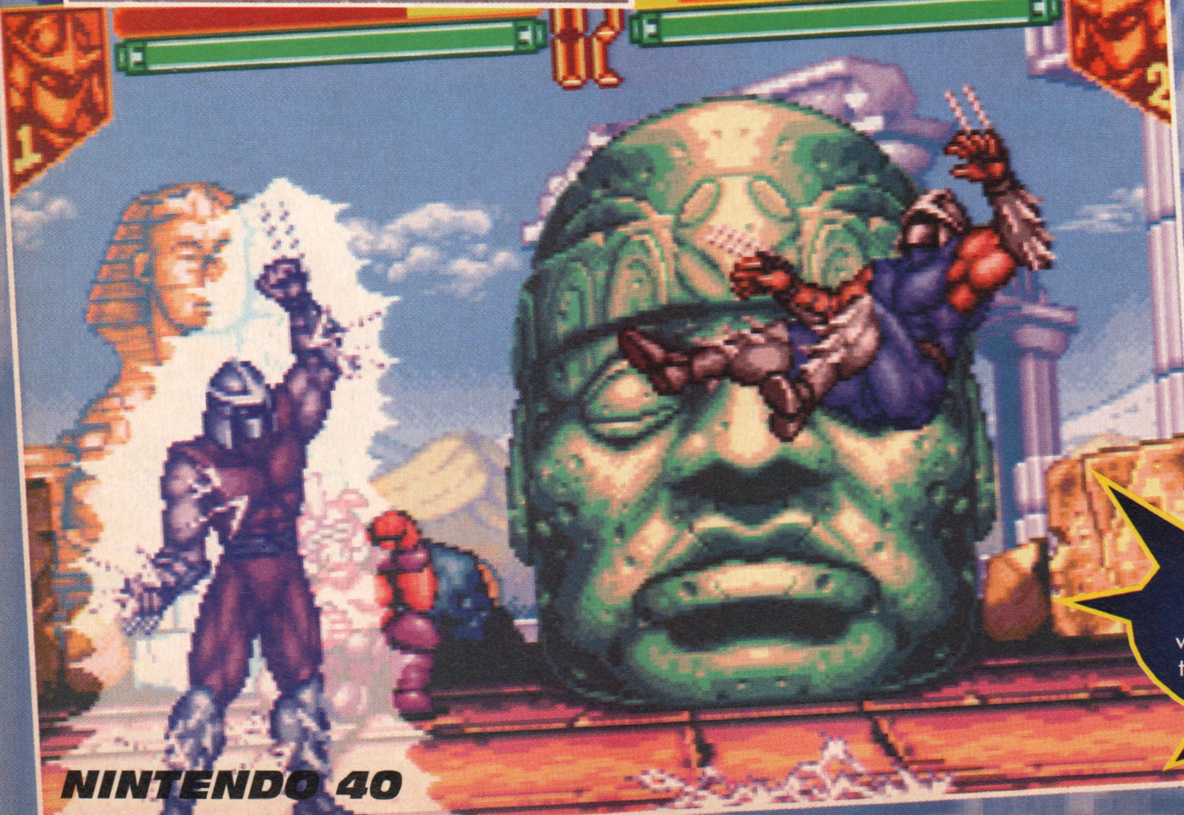


LEONARDO

Leo sheaths his swords momentarily to pummel his opponents with a fearsome flurry of fists!

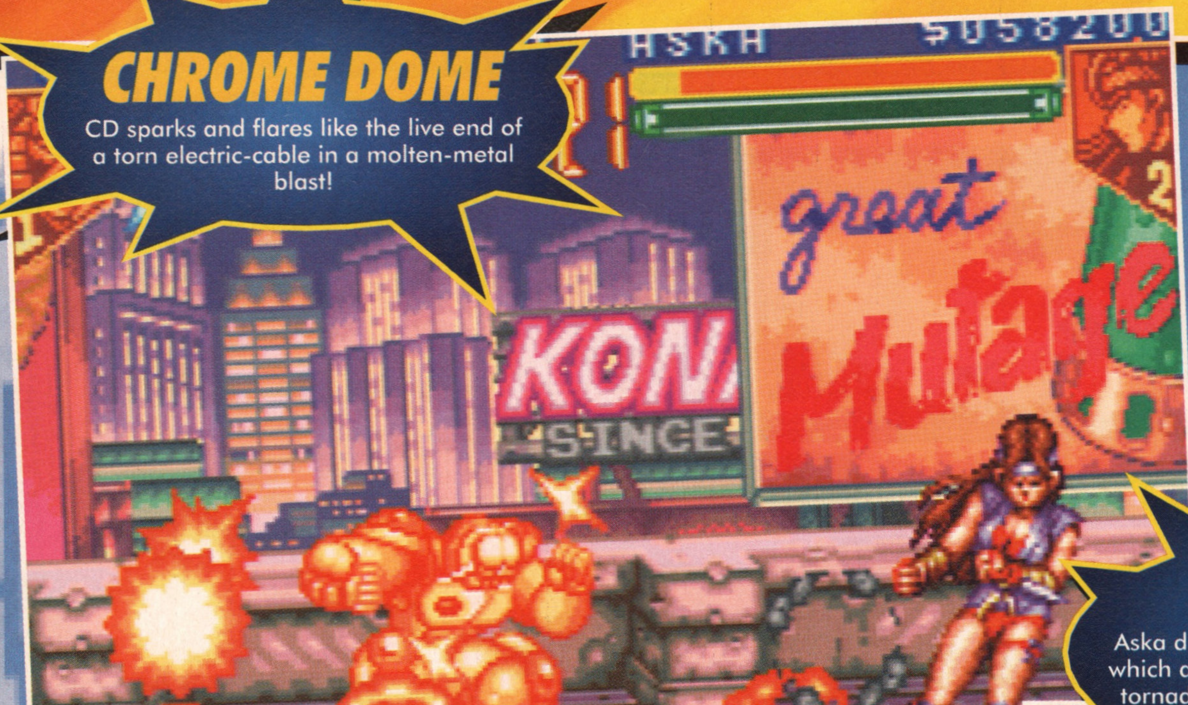
IT'S TOTALLY AWESOME!

Tournament mode is where the action really hots up! Presented in the form of a Satellite TV show and hosted by the turtles' sweetheart April O'Neal, the full power of the ten selectable fighters is witnessed here! This is made possible with the addition of a Ki meter set below the fighter's energy bar. Alongside the not-so standard special tactics the turtles and their opponents harbour additional killer techniques, each exploding with tremendous force when executed. Every time a fighter scores a hit with an attack the Ki meter rises. Once this gauge has reached its limit the fighter prepares to loose their most devastating attack! Though NMS cannot comment on much else as yet we can promise our readers that these specialist attacks communicate the most incredible feeling of power! Here's a preview of these wicked special attacks:



SHREDDER

Shredder is prone to being charged with more than GBH! Electricity flows through his torso and is dispersed to frazzle his opponents!

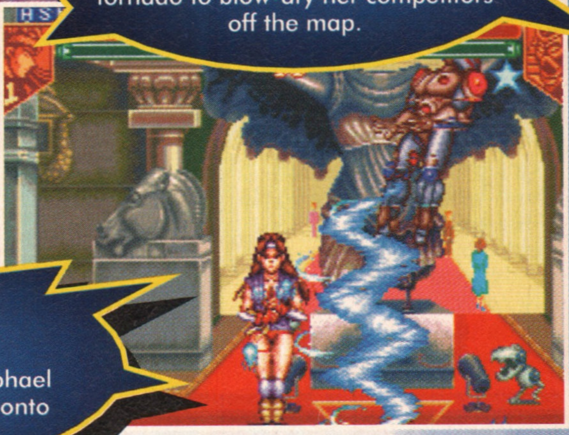


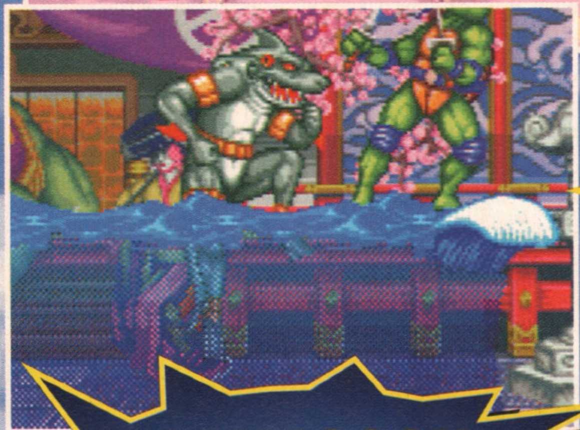
CHROME DOME

CD sparks and flares like the live end of a torn electric-cable in a molten-metal blast!

ASKA

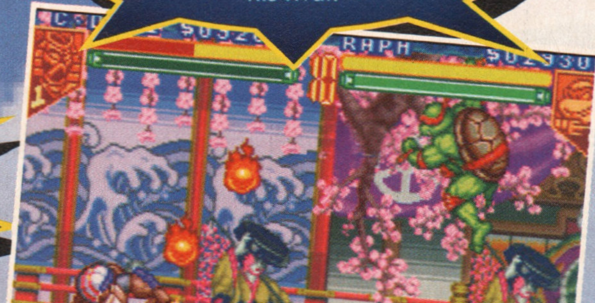
Aska draws her power from the earth which allows her to request a compact tornado to blow-dry her competitors off the map.





RAPHAEL

As he leaps into the air Raphael rains a torrent of fire-balls onto his rival!

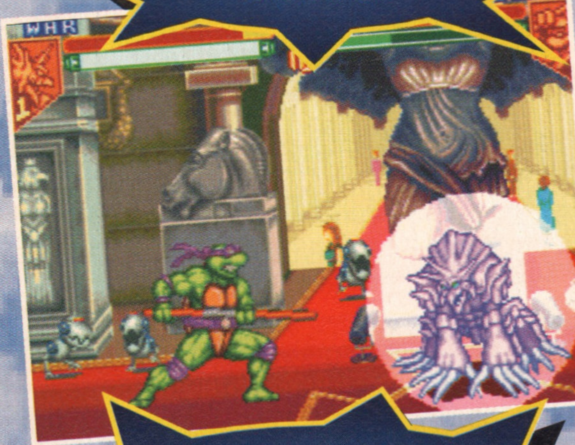


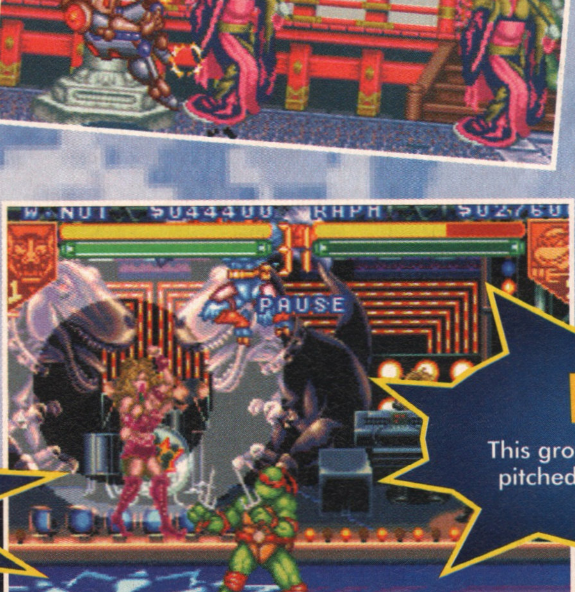
ARMAGGON

Armaggon brings a crushing tidal wave with which to drown his enemy's sorrows forever!

HOW LONG?

It's just four short weeks until this superlative combat cart back-flips onto the Super NES! Until this time prepare yourselves for a dazzling Review, brought to you in next month's issue of Nintendo Magazine System: the mag where the hottest games burn the brightest! We've had a peek at a 95 per cent finished cart and have to say this is the best fighting game on Super SNES since Turbo, and in some ways it's even better than the original Streetfighter! Watch NMS next month and see what we mean!





WAR

War's looks alone could kill but his transformation into a mass of pure energy ensures the job is done properly!

WING NUT

This grotesque fighter amplifies its high-pitched sonar signals to an intolerable degree.

BY: IMAGINEER PRICE: TBA MEG: 8

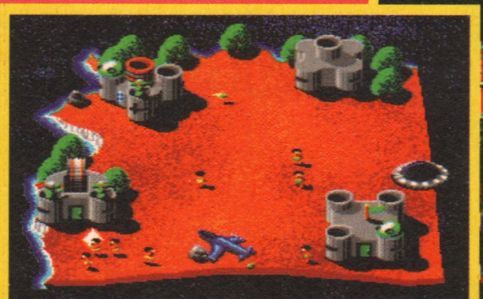
MEGA-LO-MANIA

Take control of erstwhile Dep Ed Steve Merrett as he swans around pretending he's important and tries to boss everyone on "his" new magazine around in this game with the same title as Steve's mental illness. Although, to be honest, we're lying again.

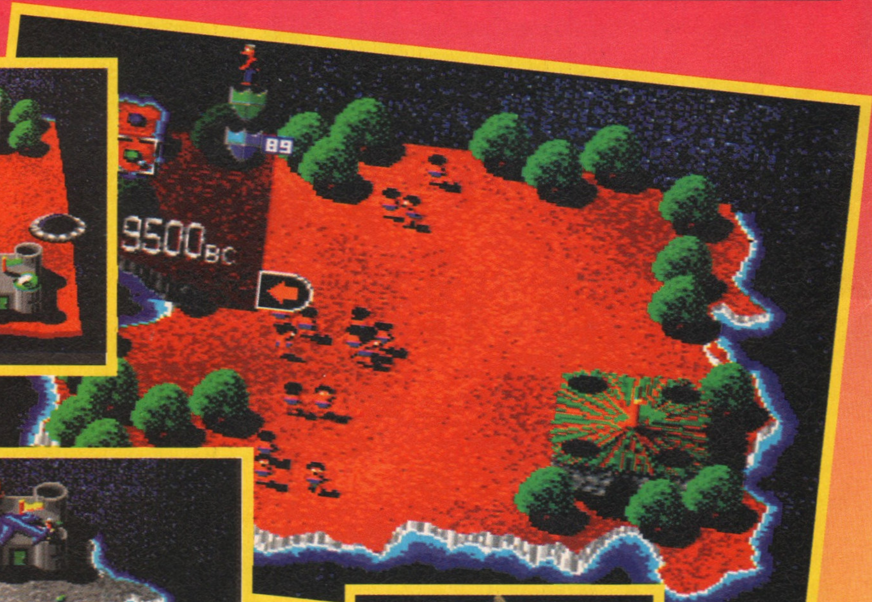
Not about Steve's condition you understand, all of that's perfectly true, but about what you have to do in the game.

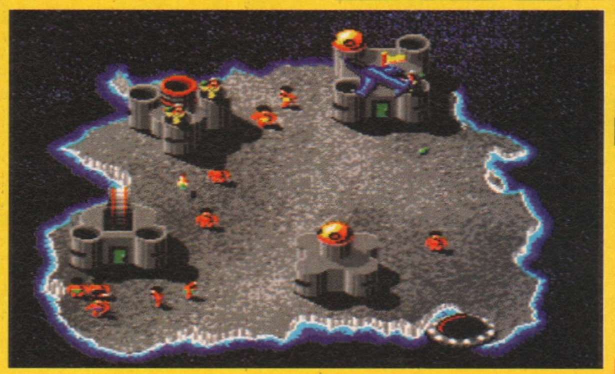
Mega Lo Mania actually casts you as the dictator of one of a group of small islands. Your job is to advance the civilisation of "your" inhabitants (a bit like what Steve's trying to do) to such a level where they can quite easily destroy the inhabitants of all the surrounding islands, allowing you to mosey in, take control and be even richer and more powerful.

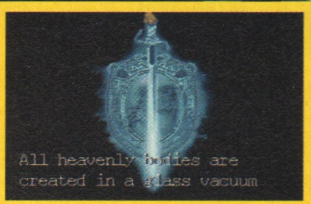
Sadly, the Warlords at the helm of the other provinces have the same idea, so whilst you're working towards a massive destructive capability, you also have to defend yourself (and your people) against attacks. Budding power-crazed tyrants will by frothing at the gills to know that this new Super NES release may see the light of day before Christmas, just in time to be slipped into their black-leather jack boot stocking. Full NMS Review soon.



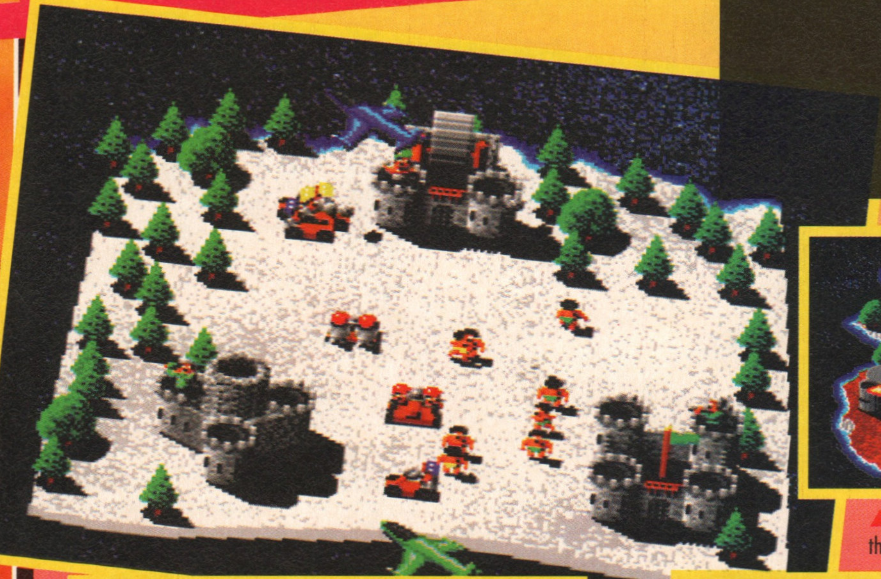
▲ Hello, it's Paul Davies here. I'm lonesome. Will you be my friend?



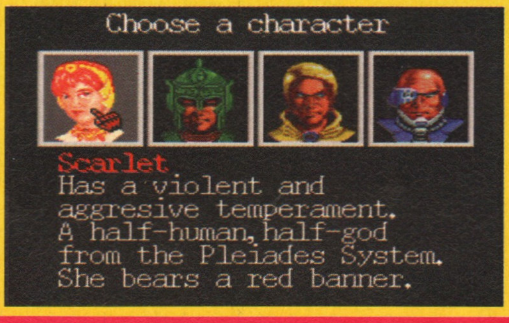




All heavenly bodies are created in a glass vacuum



▲ You see, I just want to fall in love with Ariel off the Little Mermaid. Oh Ariel, sigh...



Choose a character

Scarlet
Has a violent and aggresive temperament.
A half-human, half-god from the Pleiades System.
She bears a red banner.

▲ But evil Scarlet out of Mega Lo Mania might get jealous and kill her with a poisoned apple! Oh help me, please be my friend!

89
ALOHA 9500BC

SUNSETRIDERS

The dusty badlands of the Wild West are crawling with dirty lowdown bandits, each lowlife has a hefty price on his head and is sure to give you a run for your money! Seven levels of trigger itching, sharp shootin' spaghetti western action.

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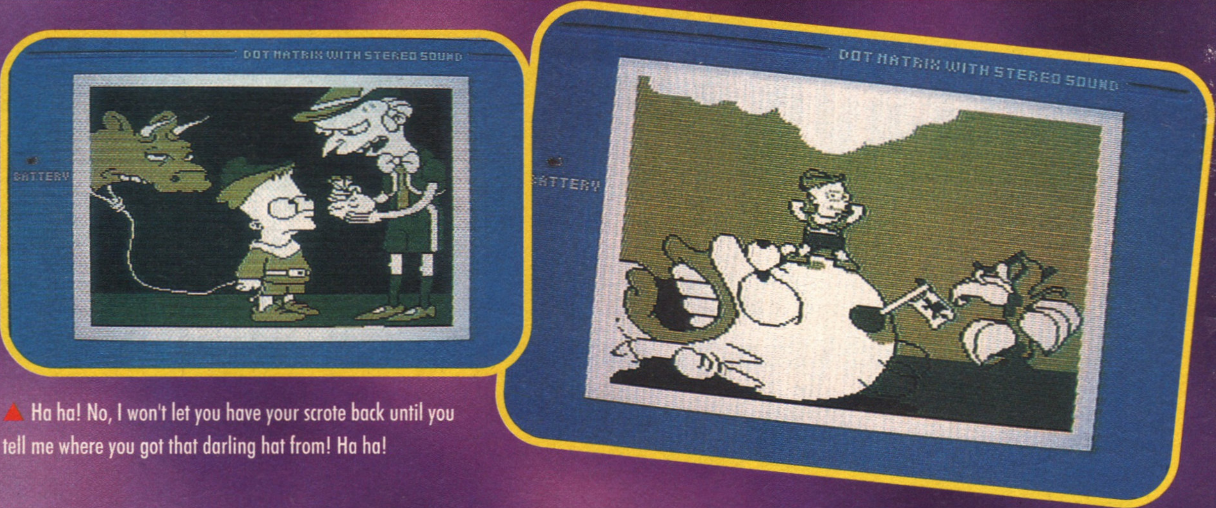
BY: ACCLAIM PRICE: TBA MEG: 2


DOT MATRIX WITH STEREO SOUND
BATTERY
DOT MATRIX WITH STEREO SOUND
BATTERY

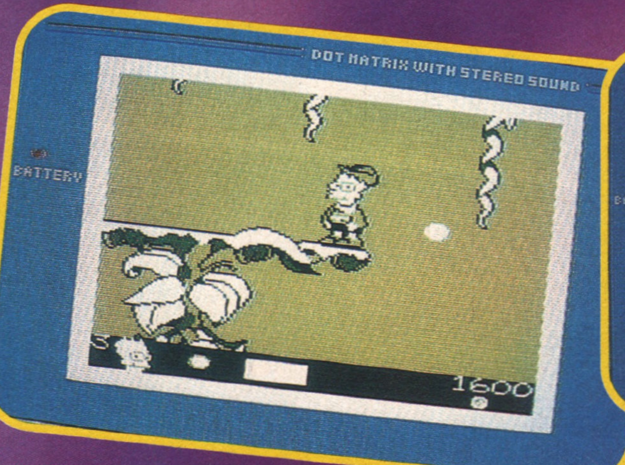
▲ Ha ha! No, I won't let you have your scrote back until you tell me where you got that darling hat from! Ha ha!

bart and the beanstalk

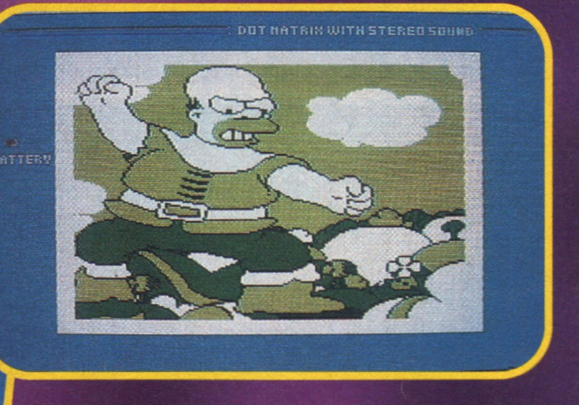
Enter the crazy madcap world of the Simpsons and take control of zany Bart Simpson in another hilarious platform romp starring everyone's favourite mad, zany, wacky, crazy, madcap family - the Simpsons!!! There's zany Homer Simpson, the balding father figure, crazy Marge Simpson, the madcap matriarch, wacky Lisa Simpson, the mixed-up swot, kooky Maggie Simpson, the baby one no-one cares about and, of course, there's good old rascally Bart Simpson, the madcap, zany anti-hero of the Simpsons cartoon - starring the Simpsons!!!

Aaaaarrrgh! Enough! Does anyone really care about the Simpsons anymore? I mean, they're still quite funny and everything but how many Simpsons games is this? Fourteen? And what's this one about? Bart and the Beanstalk. I ask you. Does this have any relevance to the cartoons at all? Or is it simply a Christmas time panto cash-in?

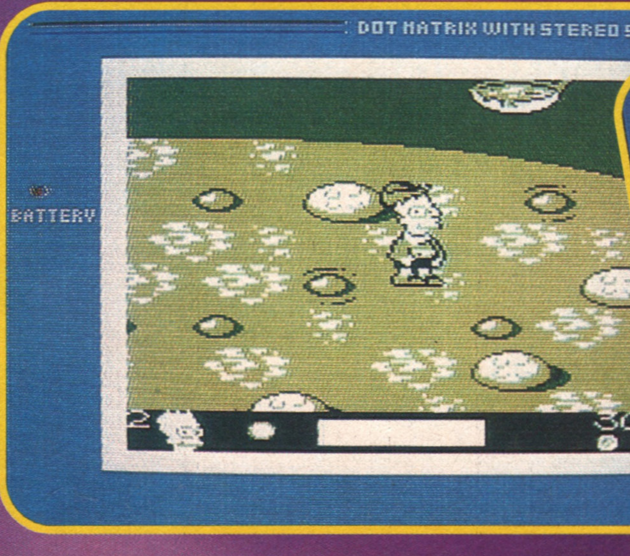
Anyway, the plot is, Bart's got this beanstalk and he's got to kill the giant, or something. And yes, it's a platform game in case you were wondering. However, it does feature some rather large and impressive sprites which we quite like the look of. Whether or not this game manages to break the mediocre mould set by other titles of this ilk remains to be seen - but hey! - you can see, very soon, in our forthcoming fulsome review, just for you!


DOT MATRIX WITH STEREO SOUND
BATTERY
S
1600

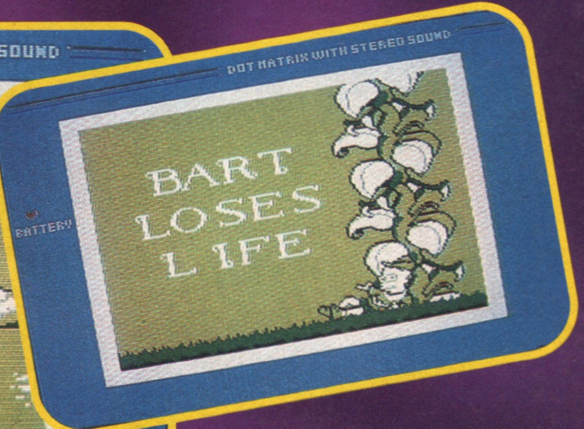
▲ A ha ha! If music be, the food of love...play on! A ha ha!


DOT MATRIX WITH STEREO SOUND
BATTERY

▲ Pardon me boy - is that the Chattanooga giant representation of mon Pere?

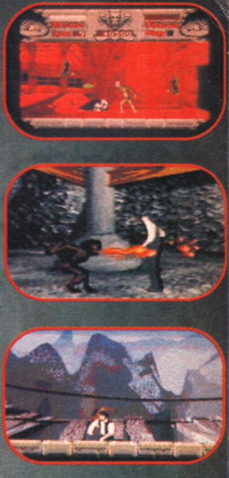

DOT MATRIX WITH STEREO SOUND
BATTERY
2
300
3

▲ Bart's collection yesterday.


DOT MATRIX WITH STEREO SOUND
BATTERY

BART LOSES LIFE

▲ Mind the life-losing antics of the overplayed cartoon character in an incongruous tie-in, Marlon.



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PC

AMIGA

Based on the spine chilling movie.
This game will go straight for your jugular.
"Majorly moody graphics and some
brutally aggressive gaming".

Trenton Webb, editor of Nintendo Zone.

PSYGNOSIS

SONY IMAGESOFT

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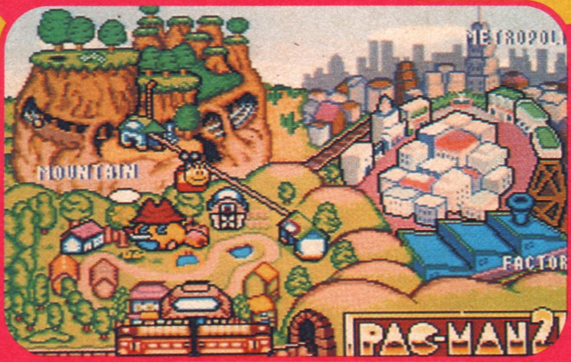
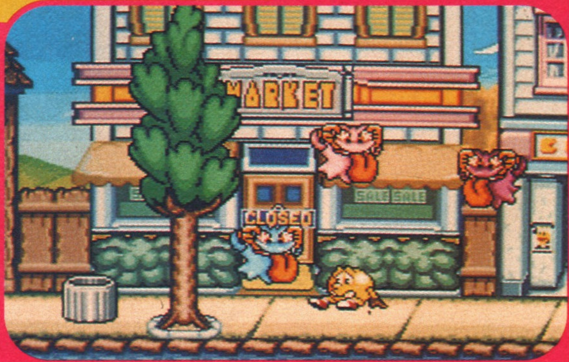
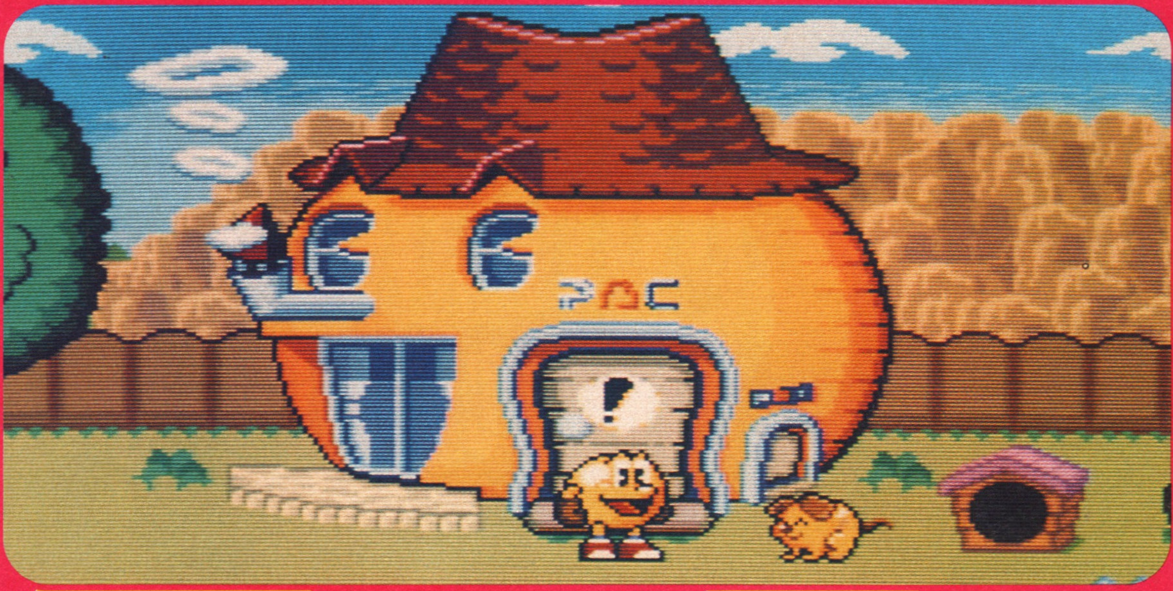
On sale on video from December 1st.

BY: NAMCO PRICE: TBA MEG: 8





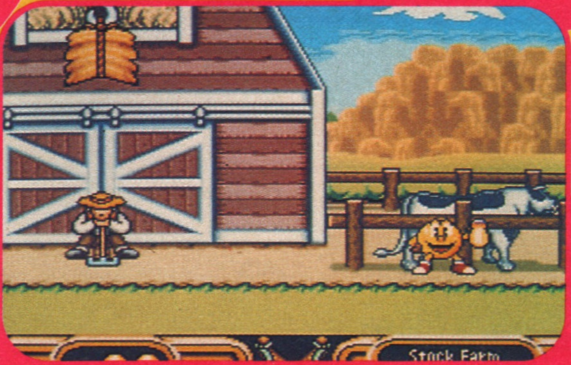
PAC-MAN 2

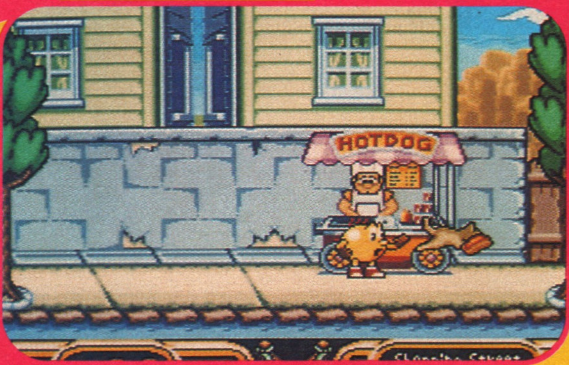


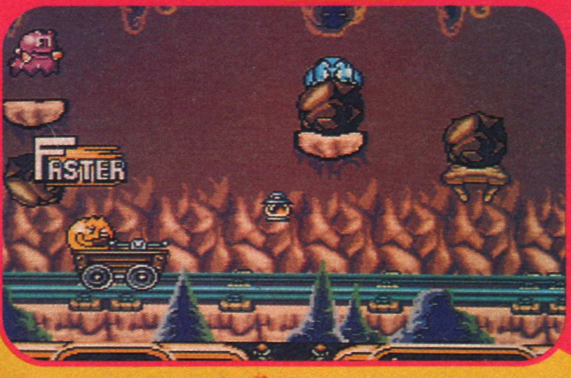
Pac is back in an all-new feature-length game, cunningly enough entitled PacMan 2. It isn't, however, a direct sequel to his original arcade game, but more a follow-up to his platform adventure PacLand. Evil Pac, PacMan's arch-enemy, has gone and kidnapped Ms PacMan, the tennis-ball-like love interest of the Pac series, and is holding her to ransom. Only PacMan can rescue her by confronting Evil Pac's dark forces of doom across PacLand. Mind you, with the ransom being set at two bags of peanuts and a packet of pork scratchings you'd have thought it would be easier just to pay up. But PacMan will never bow to evil! NEVER - do you hear me?

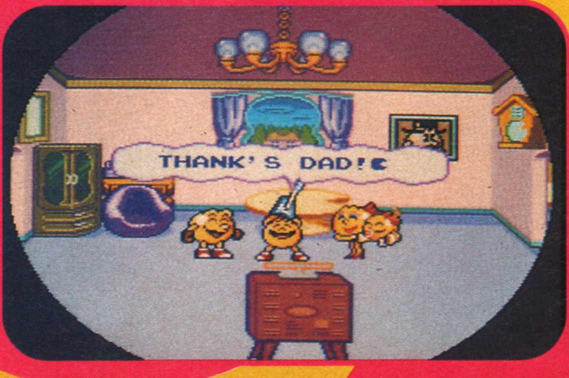
So off goes Pac in a very Nineties style platform escapade. There's everyone's old favourite - a minecart level. Then there's a plethora of other sub-sections, a hang-gliding level, a cable car level and a train level. In fact, the only thing that seems to be missing is any part of the game where PacMan has to eats loads of dots and avoid ghosts, something of a known speciality for the lad.

Still, Namco seem to have done a pretty good job as regards PacMan 2. The graphics are looking mighty fine already, and if the game matches the promise made by the visuals, platform/Pac fans could be looking at something of a treat.









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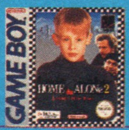

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PRESS START
SNK CORPORATION ©1992
K. AMUSEMENT LEASING CO. ©1993

CART SPEC

- **BY:** KAC
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** FIGHTING
- **CART SIZE:** 16 MEG

GAME INFO

- **PLAYERS:** 1-2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Hard
- **CONTINUES:** Infinite
- **RESPONSIVENESS:** Pretty good
- **1ST DAY SCORE:** Complete on setting 2
- **GAME ORIGIN:** Based upon SNK's rather spiffing Neo Geo title.

CONTROLS

- **HOW TO PLAY:** Choose your fighter and enter into a no-holds-barred tournament where the Queensbury rules are definitely not the order of the day...

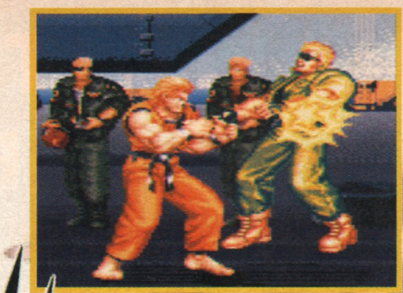
A	TAUNT
B	NO FUNCTION
X	PUNCH/MEDITATE
Y	KICK
L/R	L: HEAVY PUNCH R: HEAVY KICK
S	START: STARTS/PAUSES SELECT: NO FUNCTION

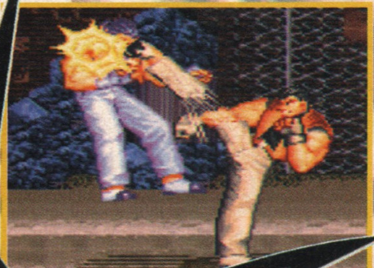
AR FIGH

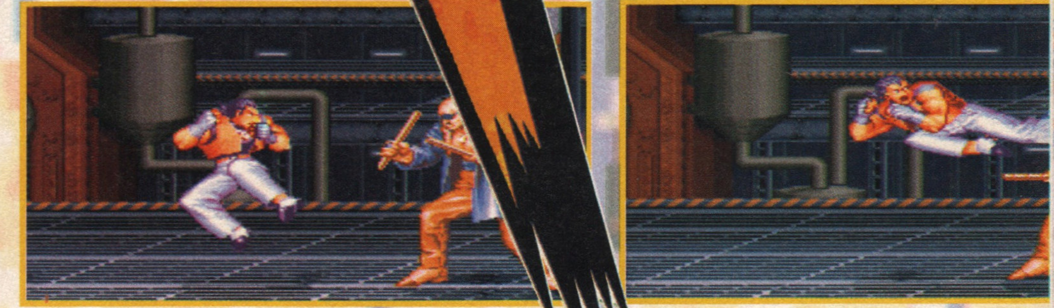
There is a contest held every five years which tests the mettle of even the most hardened man. Entrants need a combination of strength, power and, most of all, extreme endurance. However, technique is as important as raw might, and the judges see this competition as a judgment of art - the Art of Farting.

Yes, the Fifth Fetid Flatulence Festival is upon us. Women usher their awed children into their homes and grown men weep as those with the taughtest buttocks and superhuman sphincter control arrive in the small town of Trumpton. One of these deadly air-biscuit warriors is you, the player.

After a feast of egg, beans and Pot Noodles, you are ready to do battle against the other clanger veterans - without the aid of a gas mask. Should you withstand the pungent hum and the chemical burns to your lungs longer than your foe, you are moved up to the next round. There is no mercy for those who fail, left to choke, gag, and finally asphyxiate in the special air-tight vaults in which the competition is held.



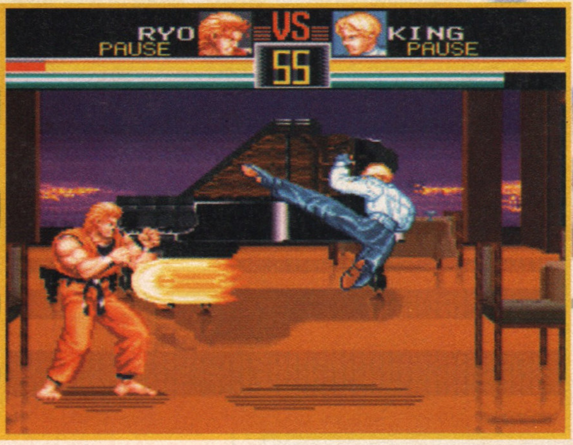




▲ This sequence demonstrates just how Robert is able to kick the seven shades out of the so-called Mr Big. Good innit!

EXTREME CLOSE-UP!

One of the most eye-catching things about Art of Fighting - indeed, the one thing that got the NMS crew interested in the original in the first place - is the clever graphic zooming technique. As the characters get closer to each other, the screen moves in closer and closer, leaving you with huge sprites for real right-in brawling. This also means that you've got a lot more room to manoeuvre in projectile combat with fireballs and the like. Wow - tactical or what, eh?



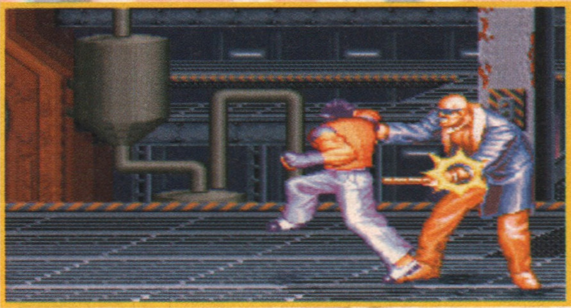
▲ Don't try this one at home readers.

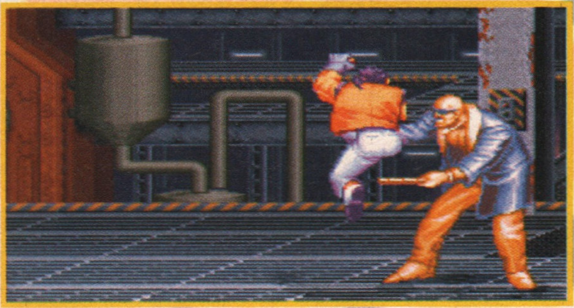
▲ Kick me in the ankles and I'll smack you with my ruler.

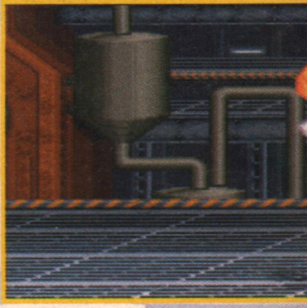
JOHN
PAUSE
VS
JACK
PAUSE
22

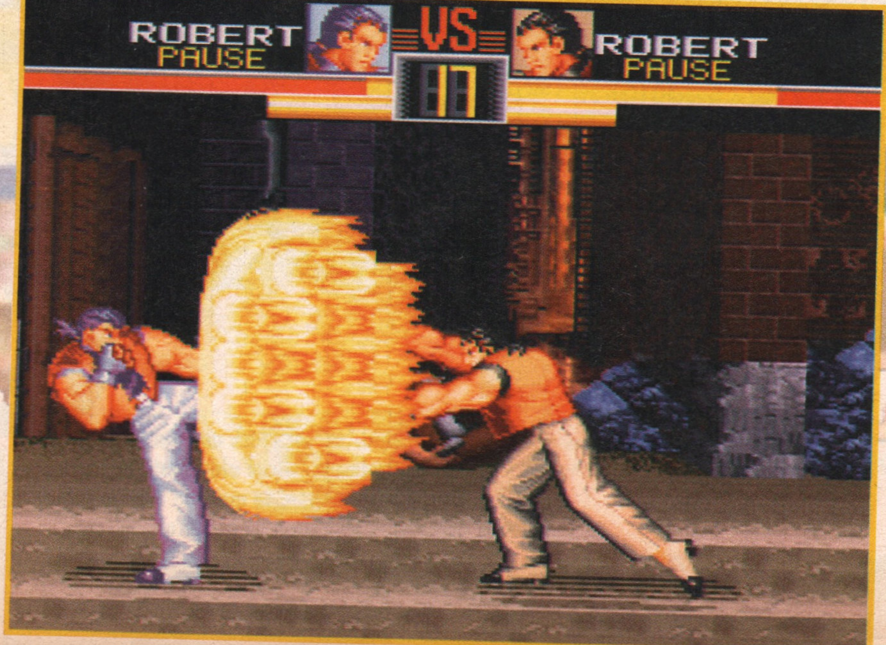
TELL US A STORY

If you happen to be playing Art of Fighting in single player Story Mode and you think your chosen bloke is a bit weedy, it is possible to do something about it. After every three successful bouts the player is presented with a menu of three bonus rounds. Each one improves a different aspect of your character's abilities. The Ice Block Smash - a simple hit-the-buttons-really-fast affair - is great for building on the power of your attacks. The Fireball Trial asks you to perform one special move as many times as possible in the allotted time, and reaching the target makes it easier to pull off your special attacks. The third and final bonus round, to boost your spiritual energy, is the Bottle Slice. In this round, it's your task to slice the tops off a number of beer bottles with a well-aimed chop of the hand - without completely smashing them into little bits. This last one is understandably absolutely rock.







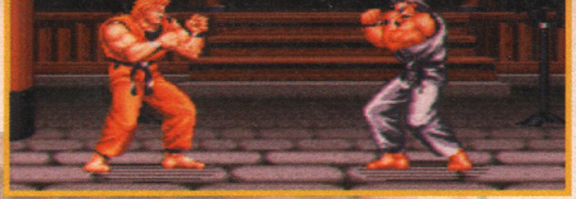


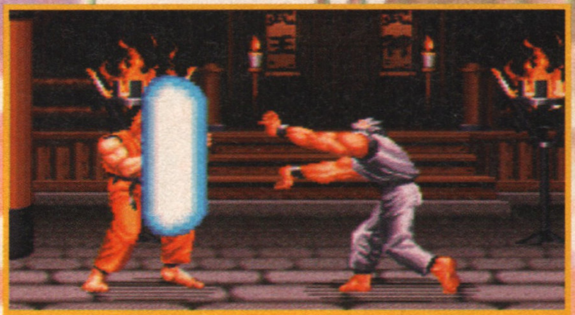
MEANS TO AN END

The Art of Fighting (which is what the game is about really) is a highly spiritual concept - or so the programmers would have you believe. To illustrate this, each character has two energy bars. One of these is a regular physical energy bar, and the other is a mystic energy bar. Every time your character executes on of his special moves he loses power from this latter bar. However, keeping the X button held down causes your character to meditate, regaining lost energy. By the same token, holding the A button induces your chap to taunt the opposition, an ego-deflating exercise which saps their spiritual strength. Thus the battle is fought on two levels - the physical (ie battering their head in) and the war of the soul - maintaining enough energy to use your own special moves whilst endeavouring to keep your foe's too low for them to do the same.

BOSSY

Two-player Artists may notice that their choice of playable characters is far wider. Indeed, it's possible not just to play the the two heroes, Ryo and Robert, but all of the villains too. Not just the eight grunts, but the two end-of-game bosses as well! This last pair were unobtainable in the Neo Geo version - unless you'd beaten them in combat in the one-player game first. Should you wish for some boss action its great, but it sort of spoils the surprise of the story running throughout the one-player mode.





COMMENT

RAD

I must admit to being a fan of the original Art of Fighting, and I must also admit to having been disappointed by all the Neo Geo conversions to hit the Super NES so far. But hooray! My prayers have been answered and the splendid Art of Fighting has arrived completely intact! This is quite a feat, given the 84-MEG discrepancy between the Neo cart and the Super NES one. To make room for the zooming function and the huge sprites, a lot of detail has been taken out of the backgrounds, and the music, once echoing and smart, is now a bit weedy, but the playability is all there. There's loads of special moves, and each character has their own wealth of tactics. The spiritual energy thing is very clever and adds a new dimension to the game, so Art of Fighting is by no mean just another Streetfighter 2 clone. If you're bored of Turbo and Kombat (not hard), Art of Fighting is the next place you should look for punching thrills.

COMMENT

TIM

Amazing! Just when I'd lost all hope that we were ever going to see a classy Neo Geo Super NES conversion, along comes Art Of Fighting to kick all the critics smack in the teeth! This is one of the best fighting games you're going to find on and console and (dare I say it?) it's even better than the Neo Geo original! With all the characters to choose from instantly, the game takes on a whole new sphere of variety, and the programmers have spent an awfully long time to make sure that this players like a dream. And if that's not enough, prepare yourselves for another shock: the consensus opinion here at NMS is that this game plays better than the rather fine Mortal Kombat and provides the second-best beat-em-up we've yet seen on 16-bit Nintendo (Turbo coming first). I'm not going to repeat why the game's so good - Rad's done that already - but I will say that this has quickly become one of my personal Top Ten carts and all that remains is to recommend that you buy this game as soon as you possibly can!

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	□	□
ACTION	■	■	■	■
CHALLENGE	■	■	■	□
REFLEXES	■	■	■	■
ORIGINALITY	■	■	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	□
WEEK	■	■	■	□
MONTH	■	■	□	□
YEAR	■	□	□	□

PRESENTATION 91

▲ Big pics of all the characters and the usual options, plus a lovely story between bouts!

GRAPHICS 89

▲ Big huge lovely detailed sprites and nice animation.

▼ Sparse backgrounds, and zoom can sometimes jerk a little. Only a bit, mind.

SOUND 87

▲ Great speech and effects,

▼ Music sounds a teensome bit hollow.

PLAYABILITY 92

▲ Loads of tactics, fluid gameplay and plenty special moves.

▼ May not appeal to fairweather beat 'em uppers.

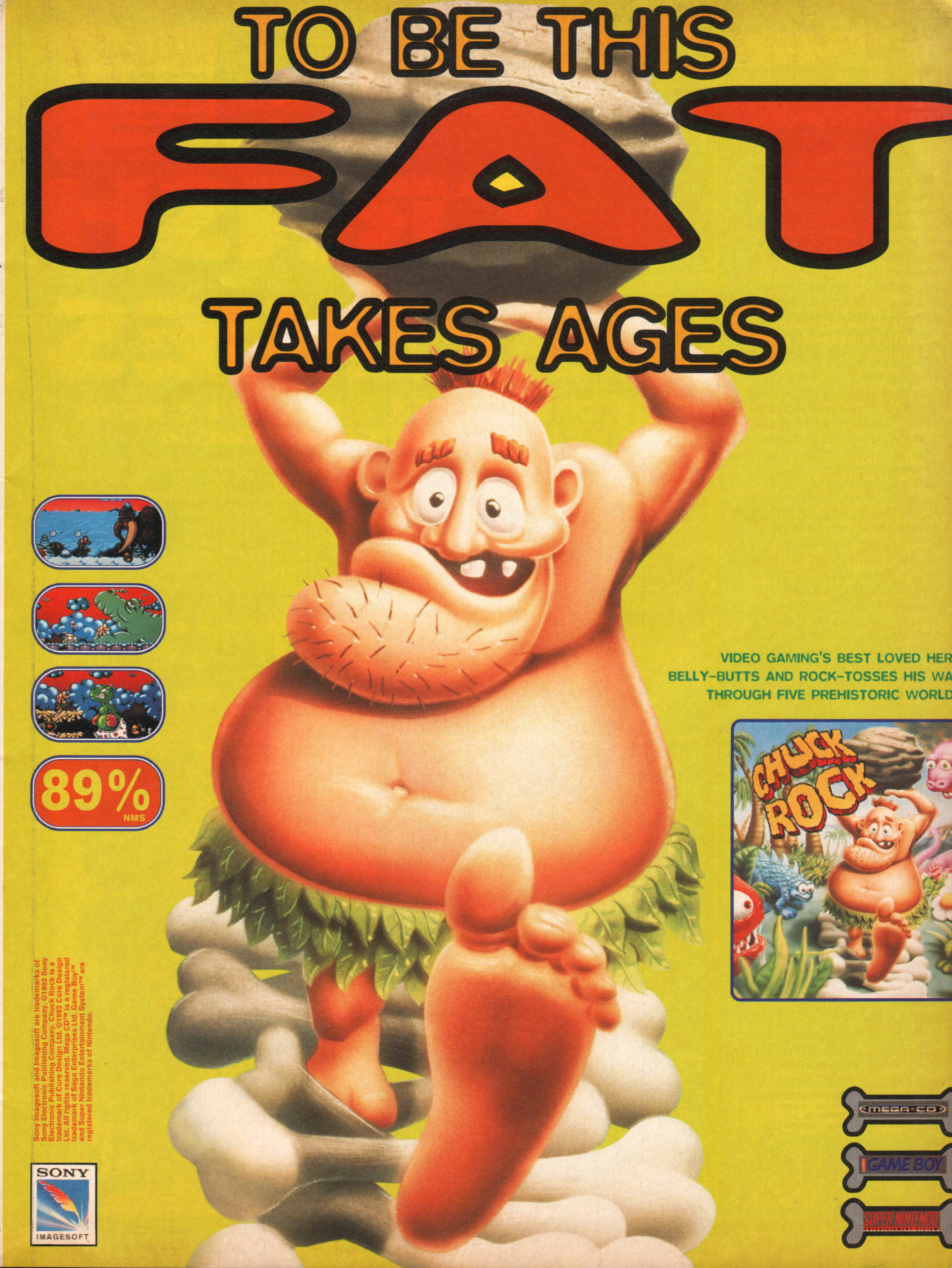
LASTABILITY 89

▲ Ooh, it's a tricky one to beat alright, and the two-player mode adds girth.

▼ The main surprise of the ending is ruined at the start.

OVERALL 89

A fine beat 'em up which any fan of the genre (aagh! cliché alert!) will love, but may not appeal so much to less enthusiastic types who already have Turbo. Us?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FAT
TAKES AGES
89%
NMS
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VIDEO GAMING'S BEST LOVED HER
BELLY-BUTTS AND ROCK-TOSSES HIS WA
THROUGH FIVE PREHISTORIC WORLD

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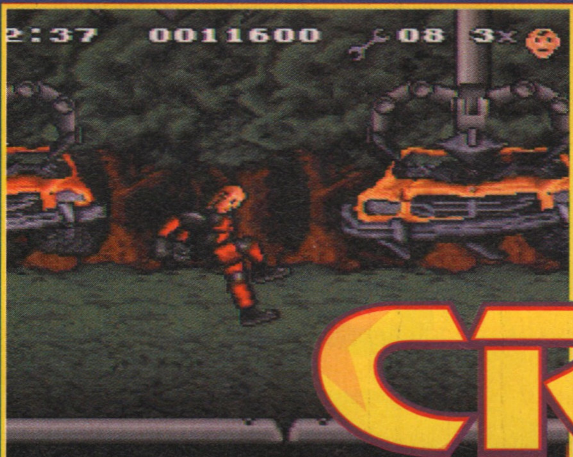


CART SPEC

THE INCREDIBLE
CRASH DUMMIES
PRESS START

- **BY:** ACCLAIM
- **PRICE:** £TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG

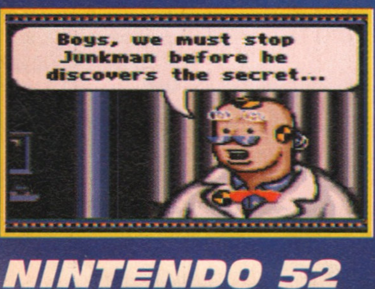
CRASH DUMMIES

It's a hard life being a crash dummy. Every day the same routine: sit in a car and have it smash into a brick wall/big long drop etc. Ok, so it's indoor work with no heavy lifting. But it can't be much fun being repeatedly smashed into solid objects in the name of research. On the upside, however, you are composed entirely of plastic, making you absolutely impervious to any physical pain.

However, some crash dummies crave more than this, and there is a legend that runs throughout crash dummy mythology which gives these beleaguered souls some hope. It is said that should any dummy find the Mystic Spanner of Krendos they shall be granted mortality and may live their lives out as a human (although the rest of their life wouldn't be very long unless they drastically changed their line of work). Two such dummies are now on the hunt for this sacred tool, Slick and Spin, and whosoever claims it first is a free man.

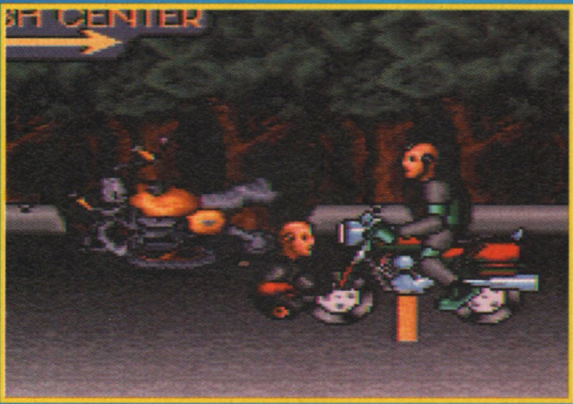
This version of Crash Dummies owes nothing to the fab Game Boy version, but aligns itself with the NES cart of the same name. In short, it's a pretty standard platform game. The action is slow moving and unoriginal and it's most certainly what you'd call dull to play.

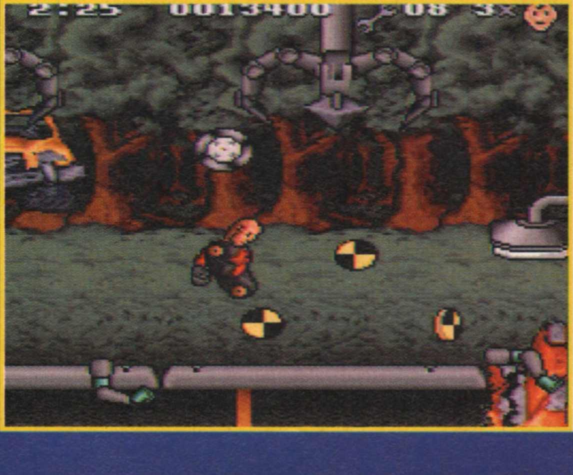
It's a shame, because if Acclaim had just updated the Game Boy title, added a few more events and so on, they could have had a winner on their hands. As it is, they've just followed the herd right off the clifftop.



Boys, we must stop Junkman before he discovers the secret...

▼ Pardon me boy, is this the Royal Society For The Prevention Of Accidents training film in which I get over by a speeding motorcyclist?





A-HUR, A-HUR, WE'RE GONNA CRASH!

Crash Dummies are known for popping to bits after impact. It is, after all, a part of their job. This important aspect of dummy culture is faithfully represented in the Super NES game. Every time your dummy is injured, he, she or it loses a body bit. First goes one leg, which leaves him hopping, then the other, so your character pulls himself along with his arms. Lose the arms, however, and your Crash Dummy can go no further, meaning an end to his noble quest. Aahhhh.

RATINGS

PRESENTATION 72
▲ Nice title screen.
▼ Not much else to write home about.

GRAPHICS 73
▲ The sprites are large and colourful.
▼ Not well detailed and animation is stiff.

SOUND 71
▲ Not particularly offensive.
▼ But not particularly pleasing either.

PLAYABILITY 62
▲ Can be quite a laugh occasionally.
▼ But only very occasionally indeed.

LASTABILITY 65
▲ Fairly challenging in its way.
▼ But too dull for continued play.

OVERALL 63
Uninspired platform game which does nothing new at all.

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94%
Super Pro
April 1993.

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P-SCORE 200
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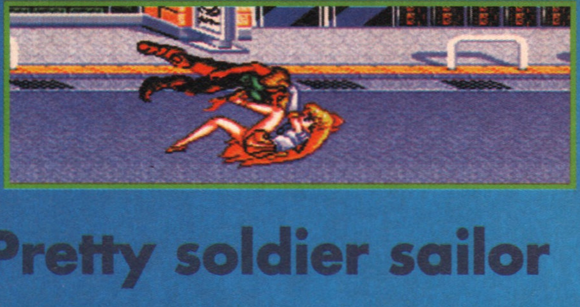
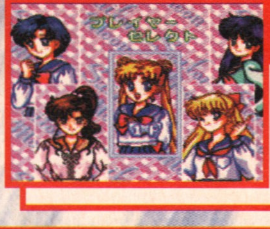




CART SPEC

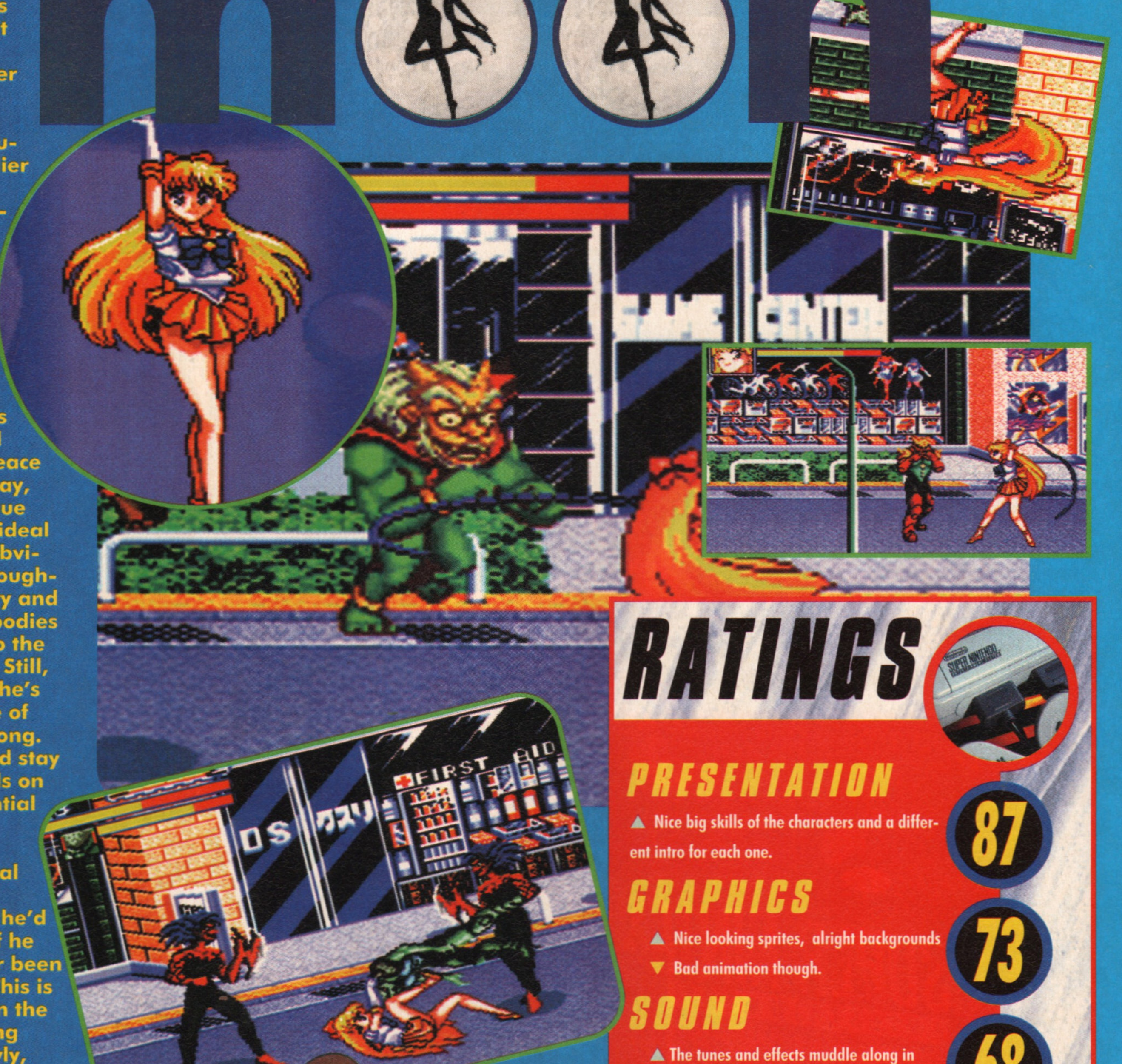
- **BY:** ANGEL
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** FIGHTING
- **CART SIZE:** 8 MEG

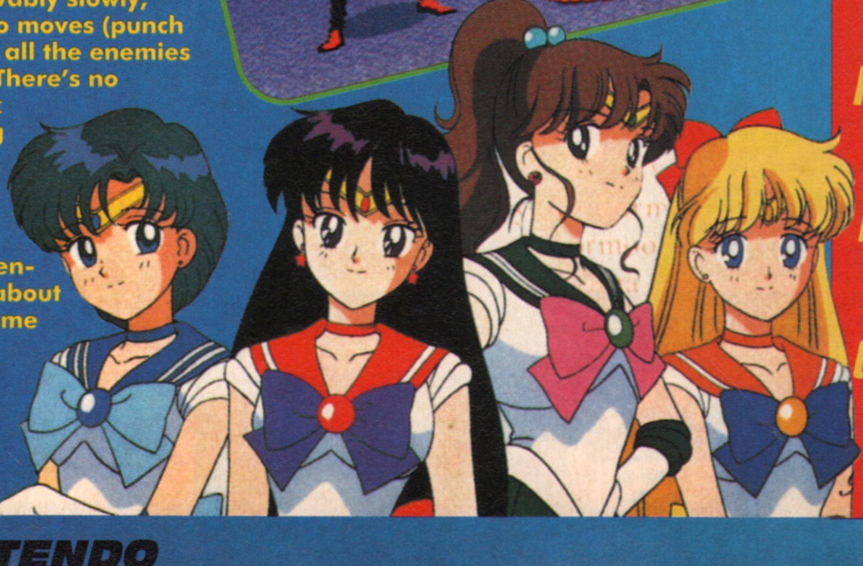
Pretty soldier sailor moon

Tinker, tailor, soldier, or, indeed, sailor. Well, when it comes to that old careers-choosing playground rhyme, there was one girl who just couldn't make up her mind. She decided to be both soldier and sailor, plus adding model and planetary satellite to the list of occupations. Thus Pretty Soldier Sailor Moon earned her rather cumbersome nickname, thanks to her polymathmatic (look it up) outlook on life.

Still, multiple breadwinning activities can lead to some award situations, as Pretty is just about to discover. You see, there's this evil gang, right, and they're terrorising the peace loving town of Uldaylotpay, and Pretty Soldier's unique qualifications make her ideal for such a delicate job, obviously one where looks, toughness, rum drinking ability and the power to pull large bodies of water from one side to the other all come in handy. Still, being the friendly sort, she's also elected to bring one of her three best friends along. Or let two of them go and stay at home herself. Depends on who you (and your potential second player) pick.

The best character to pick is Haggar out of Final Fight. He isn't in Pretty Soldier Sailor Moon, but he'd be turning in his grave if he was dead (or if he'd ever been alive in the first place). This is a dire Final Fight clone in the worst tradition. Everything moves unbelievably slowly, there's only two moves (punch and jump) and all the enemies are the same. There's no action to speak of, and nothing whatsoever to sustain your interest. Nice still graphics and good presentation, shame about the (lack of) game though.





RATINGS

PRESENTATION 87

▲ Nice big skills of the characters and a different intro for each one.

GRAPHICS 73

▲ Nice looking sprites, alright backgrounds

▼ Bad animation though.

SOUND 68

▲ The tunes and effects muddle along in their own bland way.

PLAYABILITY 46

▲ Well, there's a two-player mode...

▼ But even that is abysmal.

LASTABILITY 39

▼ Not liable to keep you interested for long

OVERALL 40

A boring and staggeringly unoriginal release that shouldn't really have been born at all.

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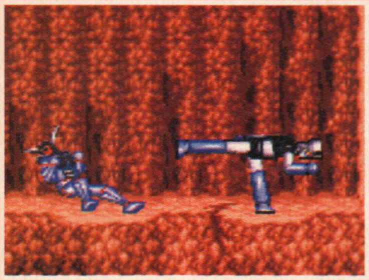
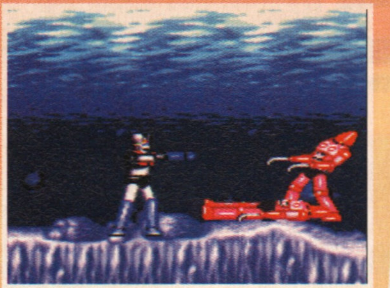
REVIEW
SUPER NINTENDO
ENTERTAINMENT SYSTEM

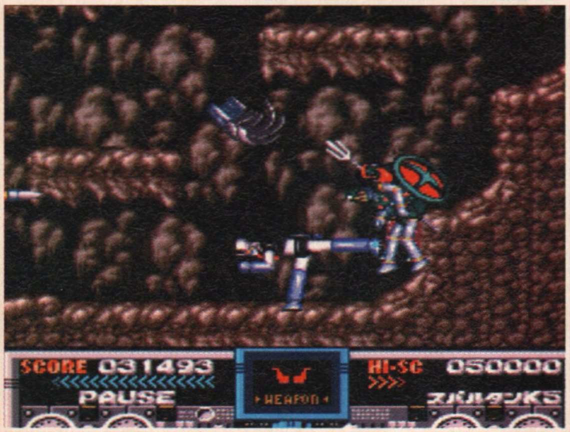
MAZINGE

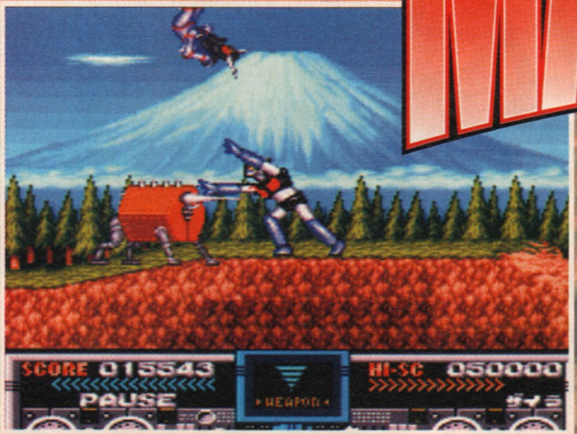
Mazinger Z has something of a fruitful history. He's a very popular character out in Japan, and has made a lot of money through syndication. He's also in a really, really good Megadrive game. Sadly, he's also in a really, really bad Super NES game.

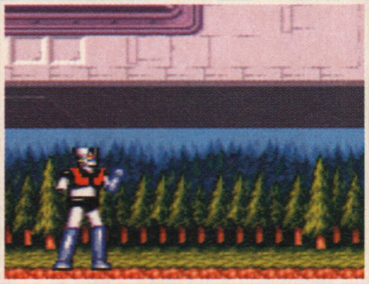
The Super NES isn't short of scrolling platform beat 'em ups it must be said, and so it makes it all the more curious when something like this turns up. With the genre already full to overflowing, there's absolutely no excuse for putting a game of this low standard into an already flooded marketplace. There's hardly any action at all, and when an enemy does toddle along all they seem to do is jump up and down and wait for you to hit them. This is all apart from the robot dogs who just spit globs of acid at you and run away lots. Needless to say, it's always the dogs that kill you. Slow, unexciting, graphically abysmal and costs money. There's no hope for Mazinger Z.


▲ Arrgh! Cramp!! Quick, bend my leg for me.


▲ Hur hur. Bag egg, egg bag etc. Just like that!





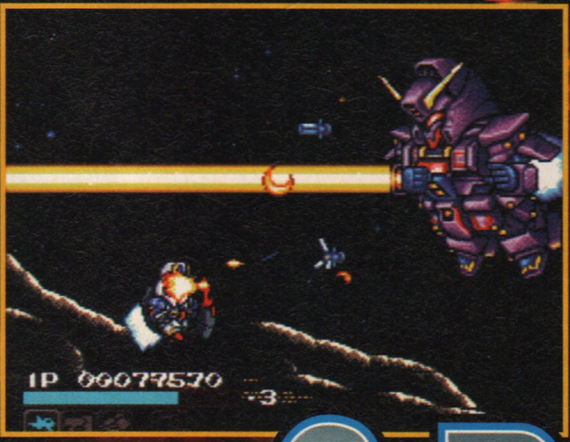


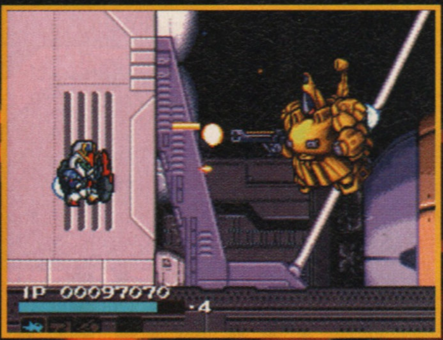
REVIEW
SUPER NINTENDO
ENTERTAINMENT SYSTEM

S.D GUNDA

Those little Super Deformed Gundam warriors - aren't they cute? Well, Paul Davies seems to think so, and they rank fifth on his list of Imaginary Characters I'd Like To Go To Share My Lunch With, below Kirby and Yoshi. However, they're obviously out to shrug off their cute, kiddie image with this tougher sequel to their first release. Mind you, New Kids on the Block tried that, and look what happened to them.

The basic problem with SD Warrior 2 is that the prequel was a complete load of old pants, and this one follows exactly the same formula. In the space flight sections there's never anything on the screen to shoot, with one or two chaps appearing at sporadic intervals and begging to be blasted. On the planet walkalong levels, just switch to the laser and watch as those evil robots put up no resistance whatsoever, allowing you to just walk through the stage with ease. There's nothing at all to hold your interest in SDW2, unless long periods of no action particularly appeal to you. One for the shoot 'em up rubbish tip.





▲ "I have come on behalf of the NMS Kipper. Now die!!"

KIPPER OF COMMISERATION
KIPPER

SCORE 023992
HI-SC 050000
PAUSE
WEAPON
ジェノサイダーF5

RATINGS

PRESENTATION
▼ Arrrgh! It's absolutely nob.
40

GRAPHICS
▲ Big sprites.
▼ Slow, jerky animation and no detail.
41

SOUND
▼ Dire "tunes" and "effects"..
53

PLAYABILITY
▼ No action and no enjoyment to be gleaned from playing it.
32

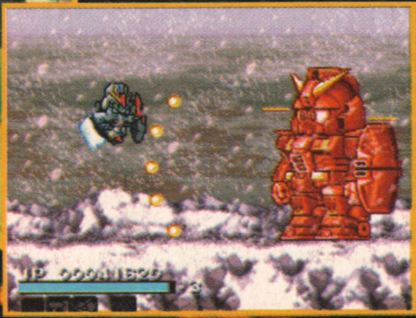
LASTABILITY
▼ Too boring to play for more than ten minutes.
36

OVERALL
I'D RATHER SPEND MY MONEY TAKING GARY HARROD OUT FOR A SLAP UP MEAL!
35

HI-SCORE 050000
マジンガー Z
PUSH START TO BEGINNING

CART SPEC
- **BY:** BANDAI
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** BEAT EM
- **CART SIZE:** 2 MEG

KIPPER OF COMMISERATION
KIPPER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RATINGS

PRESENTATION
▲ Plenty of options.
▼ Crap intermission.
76

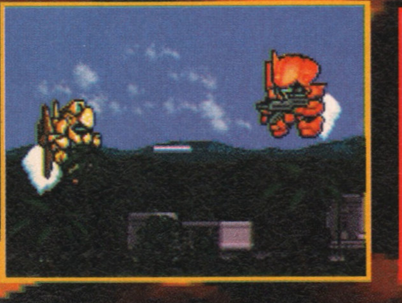
GRAPHICS
▲ Nice chunky sprites
▼ And that's all folks.
76

SOUND
▲ Alright tunes and effects, but there's nothing special.
64

PLAYABILITY
▲ Quite decent controls.
▼ Boring, boring, boring, boring.
32

LASTABILITY
▼ Far too easy and not nearly enough fun to keep you going.
34

OVERALL
A tedious and banal attempt at shoot 'em uppery.
35



機動戦士
SD
ガンダム 2
1 PLAYER
2 PLAYER
VS
OPTION

CART SPEC
- **BY:** BANDAI
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SHOOTING
- **CART SIZE:** 4 MEG

CART SPEC

We're Back!
A Dinosaur's Story
1 PLAYER
OPTIONS

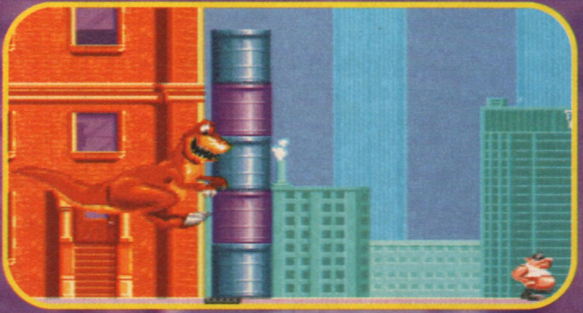
- **BY:** HI-TECH EXPRESSIONS
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG

WE'RE BACK!

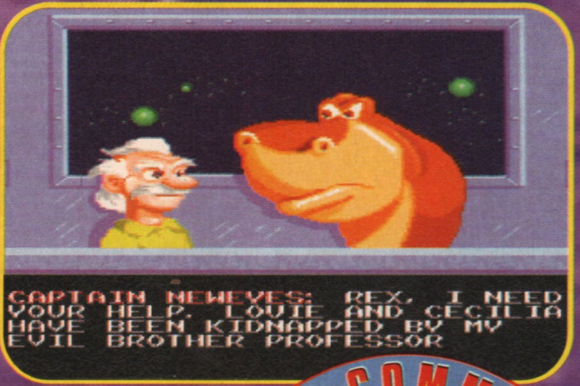
This game is by the team responsible for the recent Super NES Tom and Jerry fiasco, but don't hold it against them. Hey, it was their first game after all. They obviously didn't know the machine very well, they were a bit shaky with it being their first shot, and the responsibility of such a big license must have made the pressure intolerable.

However, feel free to hold We're Back! against them in no uncertain terms - it's absolute crap. And this time there's no excuse - they're experienced coders with one crack at the genre (platform game) already on the shelves and the worst characters in the world, let alone a license of such hilarious stars as T&J.

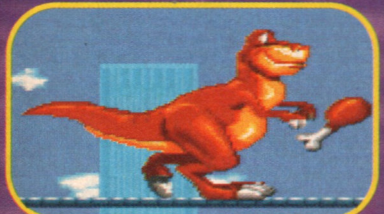
It's incredible that any game could be as flat down dull as this, and indeed, have *even worse* music than the abominations that were the Tom and Jerry themes. Obviously the Hi-Tech lads haven't been studying properly. It's disappointing to see a fledgling software company produce pap like this, it floods the market with dreadful carts and shows a lot of lazily wasted potential. Hopefully Hi-Tech's next game will make everyone feel ashamed of themselves for doubting them, but We're Back merely makes you feel ashamed for having played it.



▲ We;re cack!



CAPTAIN NEWEYES: REX, I NEED YOUR HELP. LOUIE AND CECILIA HAVE BEEN KIDNAPPED BY MY EVIL BROTHER PROFESSOR



KIPPER OF COMMISERATION
KIPPER

DINOS ARE A GIRL'S BEST FRIEND

Everyone knows the major offensive talent of dinosaurs - their sharp teeth and talons. This is probably why Hi-Tech decided to give the dinosaurs in We're Back! the ability to fire little dinosaur bombs at their enemies. Just don't blame us, OK?

RATINGS

PRESENTATION

▲ There's a title screen...

▼ ...abysmally presented in every way.

62

GRAPHICS

▲ Big sprites...

▼ ...but crap graphics and animation.

58

SOUND

▼ Some of the worst sound ever to (dis)grace the Super NES.

27

PLAYABILITY

▼ Uncontrollable, simplistic and dull all round.

36

LASTABILITY

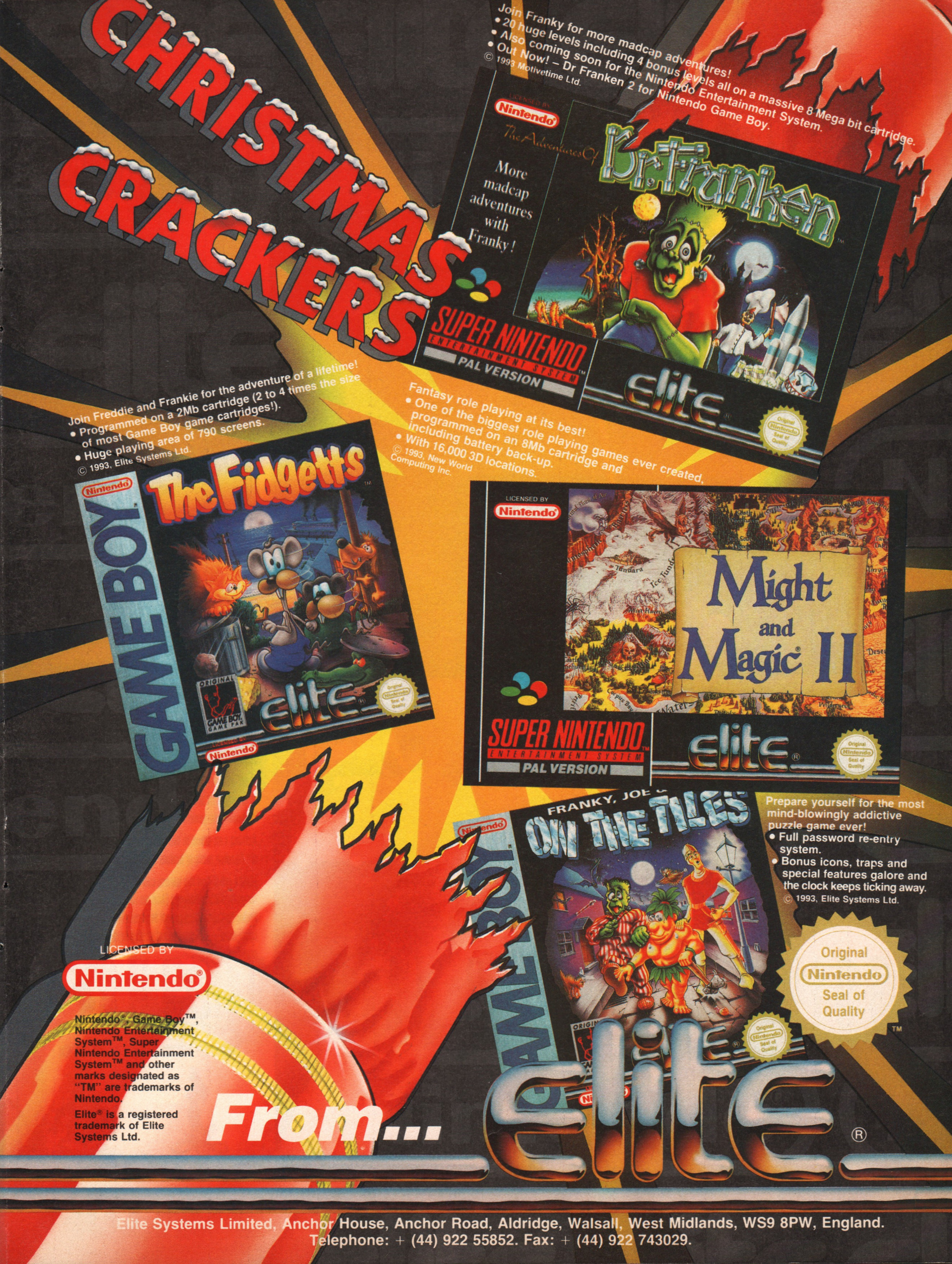
▼ Not enough entertainment to last a whole day.

29

OVERALL

A shambolic travesty deserving death.

35



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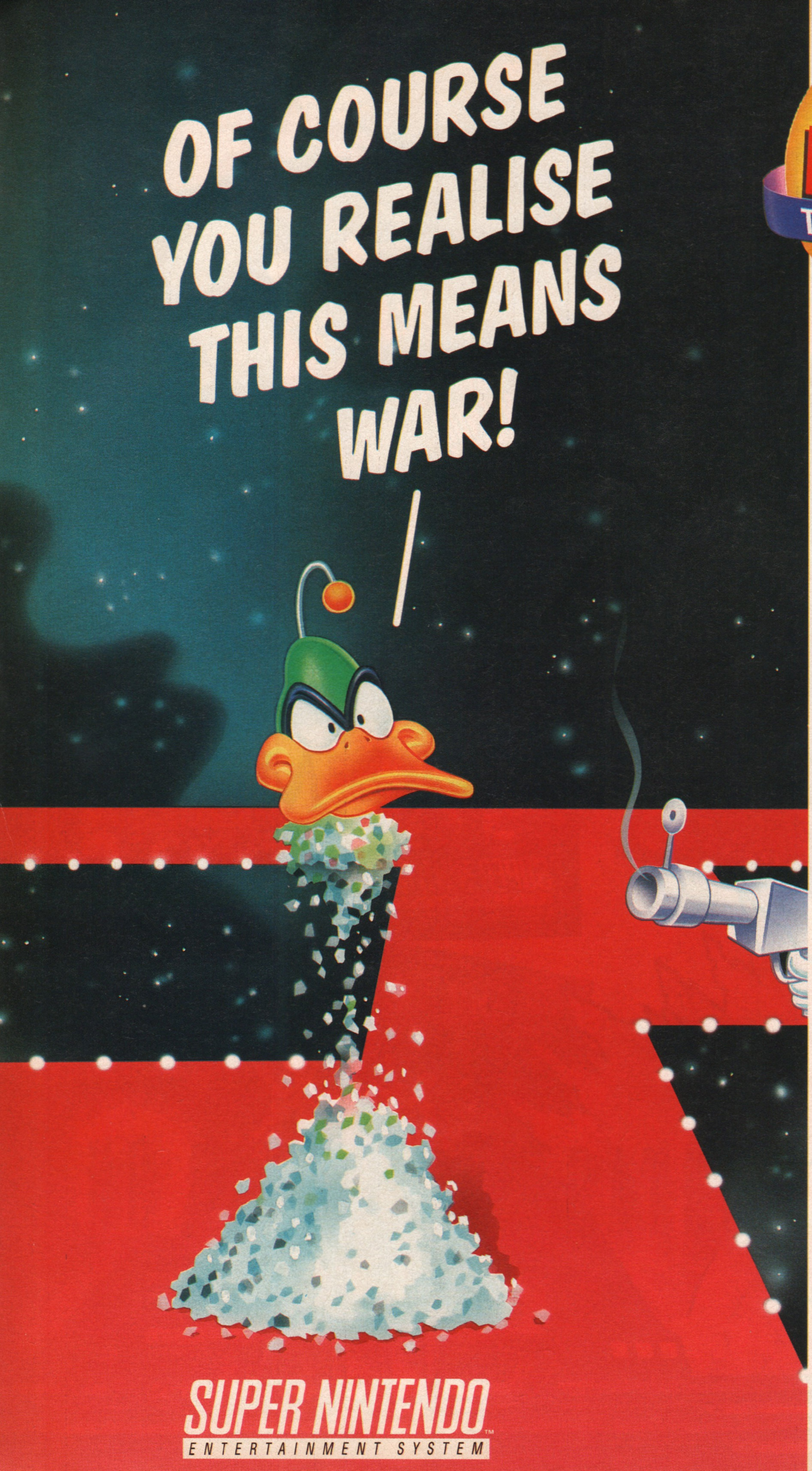
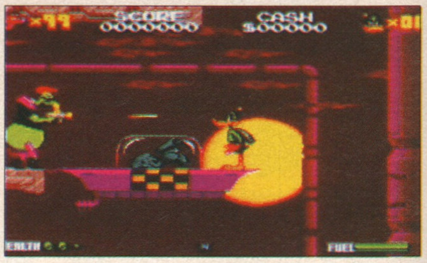

OF COURSE YOU REALISE THIS MEANS WAR!

Daffy Duck
THE MARVIN MISSIONS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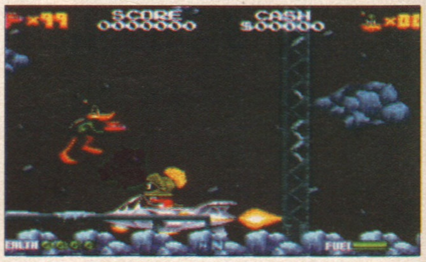
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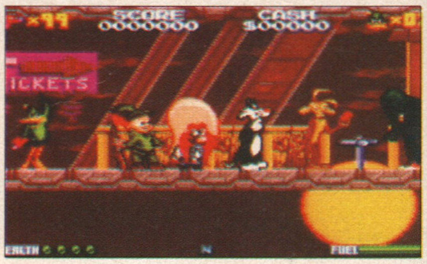
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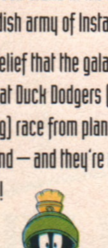
CASH $00000
TICKETS
EARTH
FUEL

Duck + cover! It's time to meet the Daffiest Duck in the Looniverse in the guise of Duck Dodgers in the 24 1/2 century — fearless space crusader and generally outrageous Superbeing.

Nothing can stand in his way — not even Marvin the Martian and his fiendish army of Instant Martians (just add water.)

What a relief that the galaxy can rest at night secure in the knowledge that Duck Dodgers (and his ruggedly handsome sidekick Porky Pig) race from planet to planet in courageous defence of all Loon-kind — and they're not scared to ruffle a few feathers in the process!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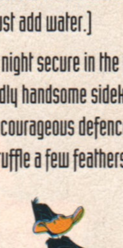
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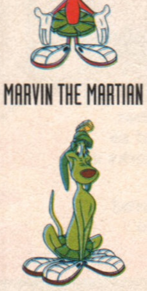
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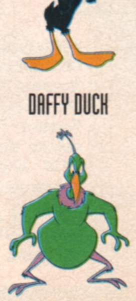
INSTANT MARTIAN

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NHS

WELCOME!

Hello, Steve here. Remember me? I used to be Dep Ed on this lovely mag and, as Dave and Andy were pushed for time, they've asked me to write the following intros for them. So, are you all missing me? Good, that's nice to hear. Oh yeah, and welcome to this month's NHS...

SMALL TIPS

Stuck in one of the latest releases? Well, it's a good job we're here to bail you out isn't it! Honestly, we're so good to you it's unbelievable. Within these two pages, you'll find tips and short cuts for all the hottest games, along with a few classic tips - in other words, as the BBC often say 'another chance to see' (which basically means one of you rang up requesting it). See, that's how nice we are.

THE LOST VIKINGS

THE LOST VIKINGS™
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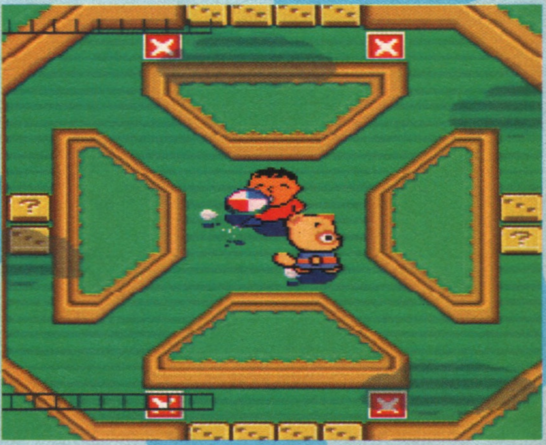
Hoorah! Interplay's Norse dimwits are now on the shelves of a software emporium near you, and to celebrate we're revealing just how to beat those tricky last four stages. All those oh-so-tricky puzzles are explained away here, along with a few time-saving ideas, too. So, if you're game for Olaf, and ready to take Erik and his mates back home - we'll make it extremely easy for you.

SMASHBALL



Hmm, this is a weird 'un and no mistaking. Smashball has won its way into the office hearts with its odd blend of Pong action and odd characters. What's more by telling Tim it deserves a player's guide, it means we get to play it all day with a valid excuse - tee hee, we're just so naughty sometimes! So, if that dastardly frog is giving you grief, we'll show you how to defeat the irritating so-and-so...

PAUL'S SMALL TIPS

WIN! FREE KONAMI GAMES!

Welcome to the section of NMS affectionately known as Small Tips and hosted by none other than Paul Davies. Yes indeed, this is the place to which Paul is magically drawn when feeling generous and charitable, doling out help to all and sundry out of the sheer goodness of his heart. What's more, he has the honour of bestowing not one but TWO Konami games to the top tipster(s) of the month who most impress him with their Small Tip skills. This month the honour goes to Sam and Nick Millen from Torquay, who will be able to choose two games from Konami's vast range. So keep those small snippety tips coming - and you could be the lucky so and so who waltzes away with £100 worth of games. Think of Paul, scribble down your tips and share them with the world via the following address: NHS IS SO GOOD TO ME, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Meanwhile, here are this month's finest offerings...

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ALIEN III

Thanks to Rad's complete solution to the game, printed some issues back, Jason Newington prepared this list of codes for Alien III. Oh, and so has Kenny Friday for that matter. Well done the pair of you.

Level Two: QUESTION
Level Three: MASTERED
Level Four: MOTORWAY
Level Five: CABINETS
Level Six: SQUIRREL
End Sequence: OVERGAME

ALIEN III

So excited where Sam and Nick Miller about this remarkable cheat for Alien III, they scribbled it down and sent it in to us before checking to see if it actually made any sense! Thank goodness they later came crawling with a follow-up note which helps clear things up! In short Ripley may replenish her energy and ammo supply simply by pressing either B plus L or X plus L respectively at any point during the game! Alternatively A or Y plus L triggers both kinds of power-up. It is possible to see if the cheat is working as a number between one and four appears beneath the ammo meter. Now that's what we call a Tip!

BART'S NIGHTMARE

Barry Alan McGowan sheds some light on Bart's Nightmare. Apparently extra lives fall from the light-bulbs when sprayed with the fire-extinguisher, which is a rather valuable piece of information to know.

BATMAN RETURNS

Ravi Nischal makes his debut into the tips section with his cheat for Konami's stylish Batman Returns. It allows players to begin the game with nine lives and is accessed from the options screen. With controller two press UP, UP, DOWN, DOWN, LEFT, RIGHT, LEFT, RIGHT, B, A. A brief snippet of music is heard, after which you should move the cursor to REST. Select nine lives and away you go!

BATTLETOADS

There is a great way of earning stacks of extra 1-Ups in Battletoads for the Super NES. The wasps on level two fly off the top of the screen when killed and fall back down again. Rather than have Rash or Zitz ignore them make sure they pound that dratted bug again and again because - after every four hits or so - the toads are rewarded with a 1-Up!

BUBSY

One thing Accolade were sure to include in the Bubsy the Bobcat deal was a tricky challenge. Should you still find yourself scratching at the TV screen in frustration with the difficulty of this game, retract your claws and get your paws on these codes. Matthew Lock's offers his leg to rub for those who might appreciate his efforts...

JSSCTS
CKBGMM
SCTWMN
MKBRLN
LBLNRO
JMDKRK
STGRTN
SBBSHC
DBKRRB
MSFCTS
KMGRBS

BULLS VS BLAZERS

Fancy testing your mettle against the best teams in the NBA play-offs? Well, Alan Lenehan from Dublin opens the gates to four of the finals in which the player controls the first team:

Boston Celtics s San Antonio Spurs: PNSBBCVJ
Chicago Bulls vs Utah Jazz: 9XSBBCVB
Golden State Warriors vs Cleveland Cavaliers: #6SBBCV9
Miami Heat vs Los Angeles Clippers: B4SBBCVZ

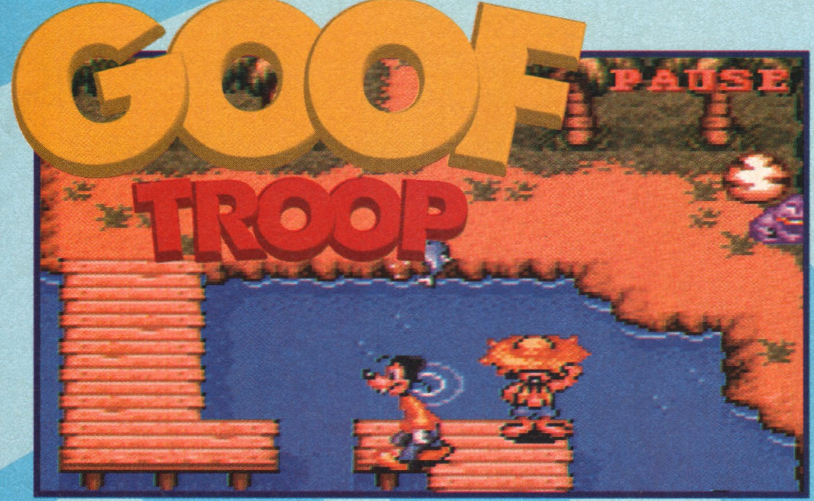
DESERT STRIKE

Iain Rorison vindicates himself slightly (see Road Runner) with a nifty trick for Desert Strike on the Super NES. Enter BS9JS27 as your password as this starts the mission with ten men. Instead of continuing, select NEW GAME and begin play with seven more copters than usual.

EXHAUST HEAT II

There are a series of sub-games and bonus features engineered into Exhaust Heat II. So writes Nigel Hopkinson from ICE-land, aka Doncaster. To find them get a grip of controller two and input the following before the NOTICE screen disappears.
Bonus games: Y, Y, Y, Y, X, X; or X, X, X, X, Y, Y.
Time-Attack mode: UP, X, RIGHT, Y, DOWN, B, LEFT, A, A.
Rank Select: UP, DOWN, LEFT, RIGHT, X, B, Y, A, A, A, A, A, A, A.
Sound Test: L, R, L, R, L, R, L, R, L, R, L, R, L, R, R.
Nigel also suggests that hammering the accelerator button whilst in the pits shaves up to six seconds off the repair time. Finally it is recommended to keep with the same car after completing a season in Formula-One - otherwise all equipment is relegated to Rank 1 status!

GOOF TROOP



This is a rather pitiful list of codes for Goof Troop, but it's enough to get started at the very least. These are the codes for the second, third and fourth missions. Hopefully the codes for the remainder are forthcoming from somewhere.
Mission Two: Banana/Red Gem/Cherry/Banana/Cherry.
Mission Three: Cherry/Red Gem/Green Gem/Cherry/Banana
Mission Four: Red Gem/Cherry/Green Gem/Green Gem/Red Gem.

MARIO IS MISSING

Thanks to Jon, Richard and Michael I've one less guilt-trip to endure this month as they forgot to include any address or telephone number - so I couldn't send them prizes even if I wanted to! Yippee! Thanks for these level codes though, buds:

Level One:
VWC4DYO
SYYDDSC
K865WLO
Q9YZCXO
OPEJ5XX

Level Two:
ODQ4FXY
OROBX3X
T5KKCNX
**RKPYK

Level Three:
KF3XCQ8
*65DVJ3
K84LFZ3
IQMHYQM
9*476*Q

PARODIUS

This tip is interesting on two counts. First, it changes the look of everything on screen. Second, it arrived on an oddly patched sheet of paper - as though Glen Cooper's were the last two pieces of parchment left in the whole world.

Anyway, choose a Lollipop game and highlight Octopus on the player-select screen. Hold UP, L and X for about 15 seconds to obtain the level select. Choose 0A as the stage, 03 as the scene and choose 01 for Mutek. return to the player-select screen and enlist Twin Bee for some action. Now blobs appear instead of skeletons and fleas appear instead of bones when the blobs are destroyed! There are invisible sherberts and lips which look like Capt Kebab Jrs. Also, the bubbles look like pieces of floating metal. Glen - have you ever considered changing your diet?

ROAD RUNNER:DEATH VALLEY RALLY

Ugh - the very thought of enduring 75 lives-worth of Death Valley Rally is enough to dissuade even Wile E Coyote from pursuing this cheat. Still, both Iain Rorison of Ayrshire and Simon Morris of Mid-Glamorgan are proud to present this in all its shame. On the title screen press and hold LEFT, SELECT, R, Y and START. When the screen reading 'Zippity Splat' is displayed press the X button. From here on the Road Runner has 75 lives to waste in the endless pursuit of unhappiness.

SMASHBALL

Daniel Boutros is always, always - always phoning in with hints and cheats for games. The problem is we know most of them already but this one is quite useful nonetheless. It's a passcode for level 30, after which the game resets itself and gets extremely hard! Orange, Nut, Strawberry, Cherry. But wait! Here's Rad with an even better one....sorry Dan! Orange, Grape, Cherry Acorn. That gets you to level 26, *after* you've already completed the game once. Go on, you can check if you like.

SUPER MARIO WORLD

This one's pretty clever - the tip, not Barry Alan McGowan who sent it (only joking Barry). Apparently Yoshi is something of a P-block recycling machine. After Mario stomps on the P-block block, have Yoshi slurp it up. When spat out again the block's powers are completely restored! Actually, with a tip like that we think Barry is very clever indeed, seeing as nobody's heard of it before. Nice one!

SUPER SWIV

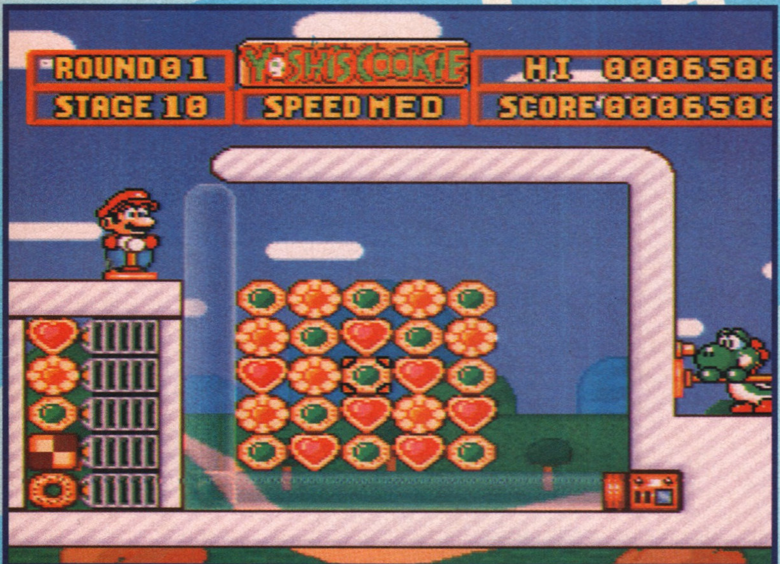
Graphically impressive and sonically quite decent too, Super SWIV is without tips or cheats - at least it was. Simon Morris offers the chance for one player to control both jeep and helicopter simultaneously. Press SELECT on the title screen to access the two-player option screen. Once there press START and A simultaneously.

WWF ROYAL RUMBLE

Royal Rumblers Allan, Eric and Brian Park would like to pass on their tips for this bodyslam fest. Well, get on with it then!
Power Punch: WWF title. Punches are the least impressive of moves in this game, but there is a secret power-punch accessed by inputting this cheat. At the copyright screen press buttons Y and B repeatedly until the grunt of a wrestler is heard. Now player one's wrestler is the owner of a punch capable of removing half an opponent's energy.
Twin Wrestlers: A bit long-winded this one! Select Tag-Team, One-player, One fall or Brawl then set difficulty to 1. Select player chooses opponents and choose Razor Ramon, Shawn Michaels, Yokozuna and Mr Perfect. Play the match - it doesn't matter if you win or lose. Next select One-on-one, One-player, One fall or Brawl and set difficulty to

1. Select player chooses opponents and choose Shawn Michaels and Mr Perfect. Again play the match no matter what the outcome. Finally select Tag-Team, One player, One fall or Brawl. Don't set the difficulty setting! Instead press X twice and return to the main menu. Select Rematch. Now Shawn Michaels is joined by Shawn Michaels and together they fight Mr Perfect accompanied by Mr Perfect! Sharoo!

YOSHI'S COOKIE



There's two cheats for this wicked puzzle game. The only problem is I can't remember which one's which! Needless to say one of them allows players to compete against rock-hard opponents in the vs game while the other gives access to ninety more difficulty-settings in challenge mode.

Mystery Cheat: One: Set the round to TEN, speed HIGH and music OFF. Hold down the L and R buttons on controller two then press START.

Mystery Cheat: Two: Set MODE to COM. Push L, R, X and START simultaneously.

GAME BOY

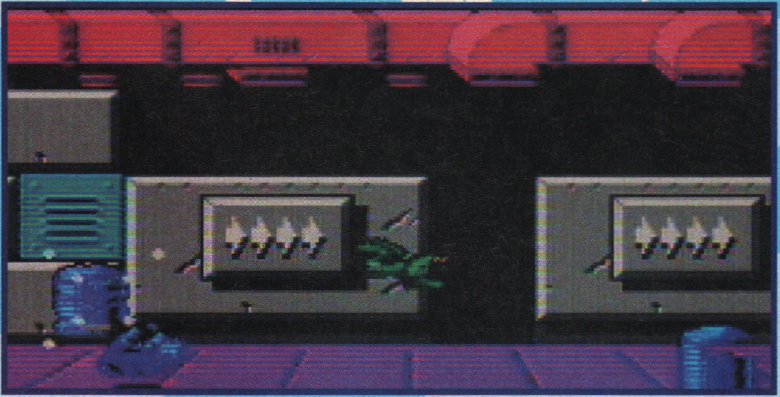
HELLO?

Sorry - there's no Game Boy cheats this month. Obviously nobody who owns Game Boys have much of a clue about anything at the moment - or can't be bothered - or both. Still there's always the Link's Awakening guide to enjoy, so perhaps things aren't quite so bleak as they seem. However, that's next month. Doh!

Nintendo® ENTERTAINMENT SYSTEM®

BATTLE TOADS & DOUBLE DRAGON

Once more James Daig supplies the goods with this cheat to start the game with five lives: After selecting a character press the A and B buttons plus UP then hit START. Not bad, eh?



MEGAMAN 3

Eek. Both Paul Coker and Richard Siniawski are disappointed with the Megaman III code we misprinted the other month. Firstly Richard suggests trying this one for better results: BLUE: A1, B2, A3, B5,D3, F4; RED: E1, C5. It is Paul who is the most conclusive of the two lads, however, with a choice of two codes which take Megaman to Wily's castle with eight or nine energy tanks respectively. They are: BLUE: A1, B2, A3, B5, D3, F4; RED: E1, F2 - BLUE: A1, B2, A3, B5, D3, F4; RED: E1, A6. The following tactics for overcoming the final bosses are also the work of Paul:

Boss one: Use the Needle-shot on the turtles, keeping Megaman backed into a corner the whole time.

Boss Two: Place Megaman in the centre of the screen where it is easier to predict the path of flying robot-segments. Only have Megaman jump the bottom pieces. The rest of the time this boss is hurt by shots to the eye with the Hard-arm.

Boss Three: Oh dear - three evil Megaman types and only one takes the damage! It's best to let the Search-snake do the work whilst keeping Megaman hidden under the single block at the right of the screen. He takes a couple of hits, but so what?

Hard Man: Mega-arm cannon.
Top Man: Mega-arm cannon.
Shadow Man: Top-spin; Shadow-blade.
Magnet Man: Magnet Missile; Shadow-blade.
Gemini Man: Shadow-blade; Gemini-laser.
Snake Man: Needle-shot; Search-snake.
Spark Man: Spark-shock; Needle-shot.
Needle Man: Needle-shot; Top-spin.

Dr Wily: Use the Spark-shock to take out the gun beneath the robot whilst Megaman jumps. Next use Rush's jet enabling Megaman to hover in place to blast Wily's bubble. Now select Shadow-blade, positioning Megaman beneath the robot's head. Keeping the head targeted with the blade whilst Megaman jumps finishes the robot off in no time. Finally, Wily is beaten by using the giant arm as a peg-up to the higher platforms. Jump Megaman from the platform using Search-snakes to bully Wily into submission.

HOW DID WE STUFF SO MUCH TROUBLE INTO ONE BOX?

Aargh! **Hokus and Pokus already a smash hit on Amiga have let the Troddlers escape again! Now the action erupts as you go crazy trying to stuff these cute little guys back into storage. Try teleporting them and they just may grow into Zombies to make a zombie out of you! Sure, you'll be a bit handy with the new Super Nin Mouse. But with 175 brain-bashing levels, Troddlers is gonna wipe the smile off the face of even the cockiest puzzle guzzler.**

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SALES CURVE
INCLUDES MOUSE OPTION
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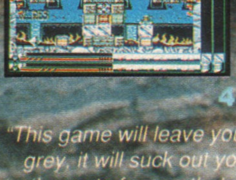

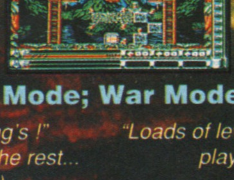

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THE LOST VIKINGS™
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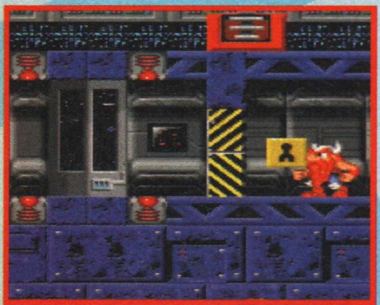
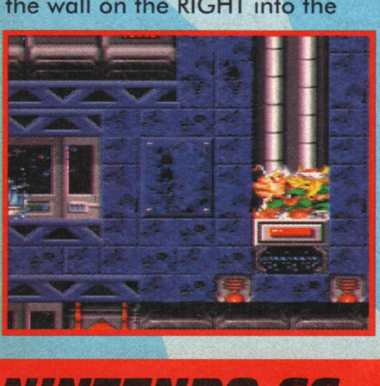
They're tiny! They're toony! They're confused Nordic explorers without a clue of where they are! Yes, it's a well documented fact that the Vikings discovered America before Columbus. What they don't tell you is that the plucky bearded wonders who found the place had only actually gone to get some mints from the shop and had got a bit lost. With this tale as an example of the famous Norse sense of direction, it's only natural that three members of the race should one day lose their path in the streams of time and space. And of course it takes a great Tommy gamesplayer to get them home again. So, with further ado, let us forthwith go heed and verily enter the realms of the world of what mere mortals would call in their language insofar as they may - The Lost Vikings Players' Guide To the Last, Most Hardest, Four Levels. I thank you.

THE LOST VIKINGS

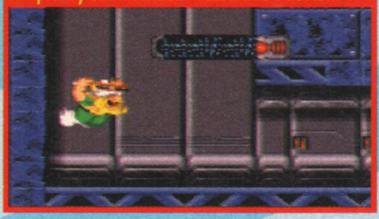
LEVEL 34 PASSWORD:TFFF

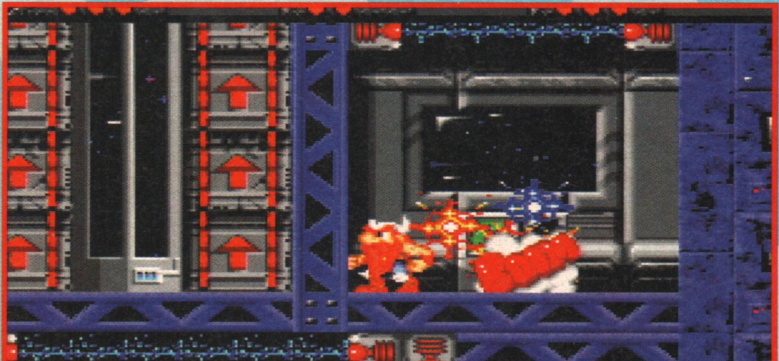
Have Olaf drop DOWN the shaft on the RIGHT hand side, mind the force fields and be sure to collect the bomb then float in to the teleport. Drop a bomb as soon as you exit the other teleporter and float right the way down this second shaft, grabbing the blue key. teleport again at the bottom. Use the key then have Baleog and Olaf use the lift DOWN: Using Baleog shoot flying blue creature on the bottom left, go through the wall and grab the icon then run through the wall on the RIGHT into the teleporter. Olaf now heads UP and floats DOWN the shaft on the RIGHT and stands by the right hand wall. Have Eric run and jump over this same shaft. Use the springs to jump over the force fields to the right collect the bomb over the shaft and drop down to catch hold of the ladder on the right. Switch to Baleog. Fire RIGHT and immediately switch to Eric and get the yellow key. Head LEFT across the room with the moving platforms. Use the key and head LEFT, watching out for the fluctuating force-fields. Jump the shaft drop bomb by the wall and drop down the narrow shaft to activate the switch. Switch to Olaf, drop down the new hole, left and floats through an anti-grav tunnel of force fields. Drop LEFT, grab food and red key. Go to teleporter. Bounce Eric into the teleporter. Grab the bomb (you'll have to go through the wall), go to the next teleporter on the RIGHT. Switch to Baleog and have him teleport, now all the Vikings are back together. Send Baleog LEFT up the lift and shoot all the buttons (watch out for those force fields), have him run to the RIGHT at the top and stand by the narrow opening. Switch to Eric and run RIGHT. Go UP, bewaring of the force-fields. Head LEFT at the top of the shaft. Plant bomb. Go RIGHT to the teleporter. Have Baleog shoot right and immediately switch to Eric. The switch is now activated and Eric teleports. Have Olaf move right to stand, shield raised, under the anti-grav chute, switch to Eric and use Olaf's shield as a platform to enter the chute Head UP and LEFT to collect a key and enter the teleport. Switch to Baleog, go back down the lift. Run across the moving platforms to the RIGHT. Repeat this procedure with Olaf, then Eric. This is very tricky. Once through the locked door, use the spring to bounce UP to the exit. Ta daaa!

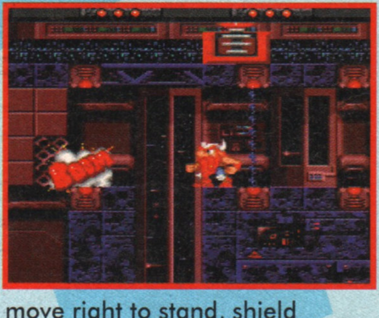




Blimey! This bit's a tad tricky. Well it is if you're completely cack-handed - a bit like Paul is!



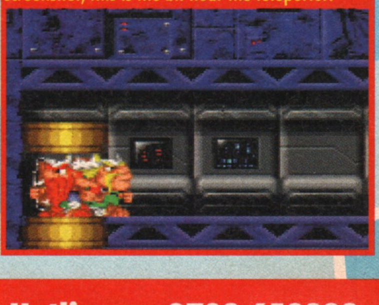


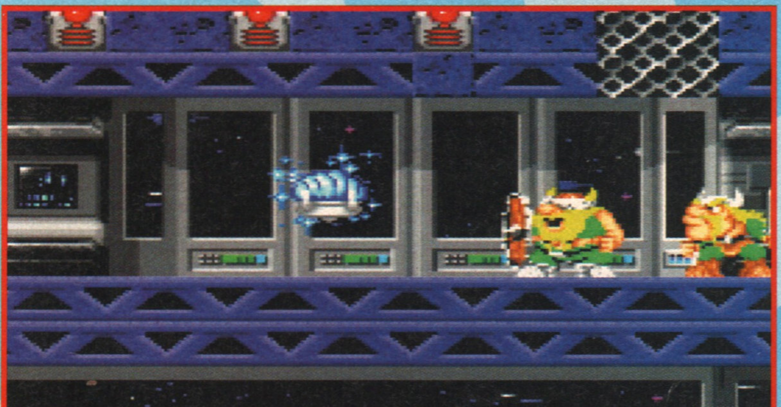


LEVEL 35 PASSWORD:FRGT

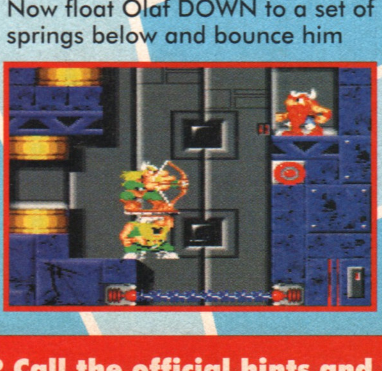
Guide all Vikings into the teleport to the LEFT and choose Eric

As observant readers may garner from this screenshot, this is the bit near the teleporter.

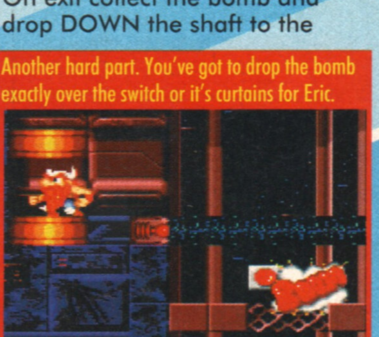




upon exit. Jump him across the whirling blades on the LEFT and over to the force field. Now have Baleog fire an arrow off to the LEFT to activate the switch. Eric now goes DOWN the shaft on the LEFT collecting bombs as he goes. At the bottom of the shaft go RIGHT avoiding the force fields to drop a bomb on the blocks in the floor. Now get all the Vikings to Eric's position. Now guide Olaf through the new hole in the floor, then take Baleog through to shoot the Alien patrolling the corridor. Once the alien is killed take all the Vikings to the Teleport on the LEFT. On exit choose Olaf and float him DOWN to the ledge o the LOWER LEFT and keep his shield raised. Next, choose Baleog and jump him onto Olaf's shield, into the teleport(don't activate it yet) and fire an arrow to the RIGHT to activate a switch. Now float Olaf DOWN to a set of springs below and bounce him off to the RIGHT to collect the Red key and enter the Teleport. Go back to Eric and have him jump across to the Teleport on the TOP-LEFT. When he exits go LEFT, jump over the force-field and drop the remaining bomb over the switch beneath, now enter the teleport on his LEFT. On exit collect the bomb and drop DOWN the shaft to the LEFT. Go RIGHT at the bottom and drop the bomb by the computer terminal. Now emergency lighting will come on and Eric must go back UP the shaft using the anti-gravity lift, across the room where the teleport is and DOWN the shaft to the RIGHT. Go LEFT at the bottom of the shaft and collect the fruit on your way through the room. Head past the room, UP the shaft and across the room at the top taking care to avoid the force-fields to collect the Yellow key. Head UP, LEFT, UP again and RIGHT into teleport. Eric is now with Olaf. Switch to Baleog and activate the teleport. Guide him DOWN the shaft to the LEFT and spring across to the RIGHT at the bottom in to the teleport. Go DOWN the ladder to the RIGHT, across the moving platform on the LEFT, shoot the switch to gain access to more ladders. Go DOWN these and head RIGHT to the teleport. Watch out for the Aliens floating around and don't forget to collect the blue key. Now all the Vikings are reunited. All that's left to do is to use Eric and Olaf to hit the switch above, go RIGHT to the keyholes and, voila, le exit est ici!



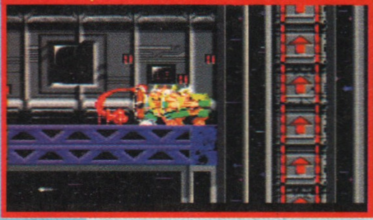
Another hard part. You've got to drop the bomb exactly over the switch or it's curtains for Eric.



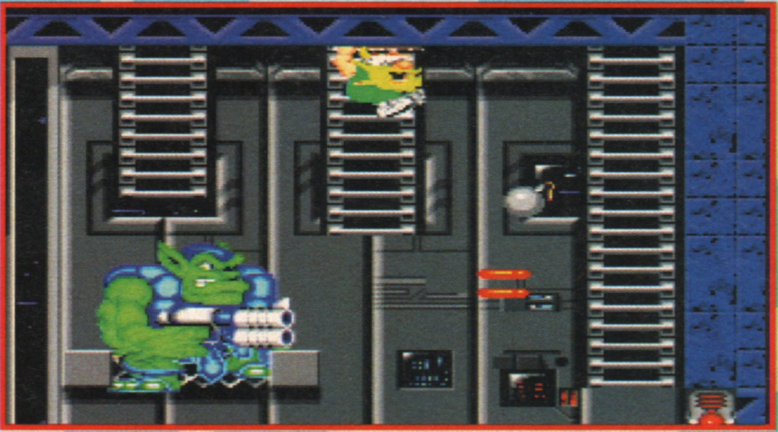
LEVEL 36
PASSWORD:4RN4

This is a long 'un so pay attention. First choose Baleog, head RIGHT UP anti-grav lift to MID LEFT platform to kill the alien, then TOP LEFT to kill the other one now wait by the TOP RIGHT door. Now send Eric to collect the keys from the MID and TOP LEFT and use to open the door.

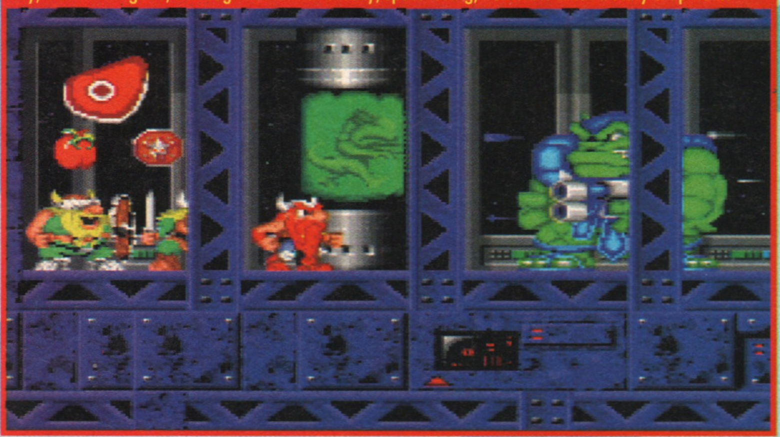
Use Olaf as a shield and have Baleog shoot. Alternatively use Eric and die a horrid death.

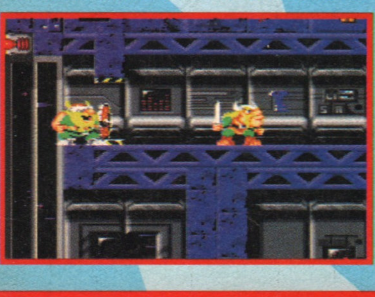


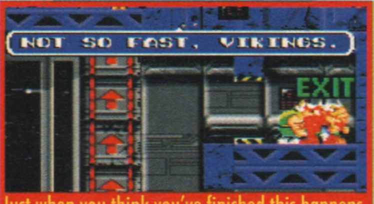
Immediately switch to Baleog and kill the alien by the newly-opened door and collect the key within. Next move Baleog and Eric to the bottom RIGHT and have Baleog give Eric the key. Now Eric jumps to the RIGHT and springs UP to the short ladder and use the key in the room above. Baleog is now free to spring all the way across to the RIGHT to kill an alien, collect a health power-up and float UP to rejoin Eric. Now have Baleog shoot an arrow off to the RIGHT and then jump Eric across to collect the key. After this send Eric to the TOP-RIGHT and use the key to open the exit. Now it's a simple matter of getting all Vikings to the exit - or is it! Tomator is far from keen to have the lads leave so soon, so warps them to another part of the ship. The first thing to do from this new location is to float Eric UP the anti-grav shaft, taking care not to touch the force fields, to get a key from the TOP-LEFT. Jump Eric to the TOP-RIGHT to use it and have the others join him. Switch to Baleog and kill the first alien then move Olaf to the top of the short ladder with his shield DOWN to protect against the second alien which Baleog must kill. Have Eric collect the key and move all the Vikings to the door to the RIGHT where Eric uses the key and Baleog kills the alien behind. Now spring Baleog to the RIGHT and DOWN the shaft then LEFT and stay bouncing on the spring just before the room where an alien is patrolling. Now take Olaf the same way but have him go into the room and stand atop the short ladder there. Get all the Vikings to stand behind Olaf, have Baleog kill the alien and Eric collect the key. Once this is done have Eric use the key then send him LEFT, DOWN the ladder and RIGHT to collect another key that opens the exit. Obviously all Vikings should follow him. Once again the Vikings' exit is thwarted and they are warped to yet another location. The first thing to do is to use Olaf to force the patrolling aliens into the RIGHT hand corner with his shield, collecting a bomb on the way. Next use Baleog to kill the aliens and have Eric climb the first ladder UP and across to the RIGHT where he collects a key before rejoining the others. Eric uses the key then heads RIGHT and UP the anti-grav ladder to the TOP LEFT. Olaf does the same and uses the bomb on the blocks in the floor. Eric goes DOWN the new hole in the floor and across the whirling blades to the keyhole. Have Baleog join him and have him fire an arrow off to the LEFT to hit a switch. This turns the force-field off and enables Eric to go LEFT to collect the key and use it. Now all Vikings head up the ladder to the teleport.



Why, it's that no good, although somewhat cheeky, space-being, Tomator. What a scary chap he is.







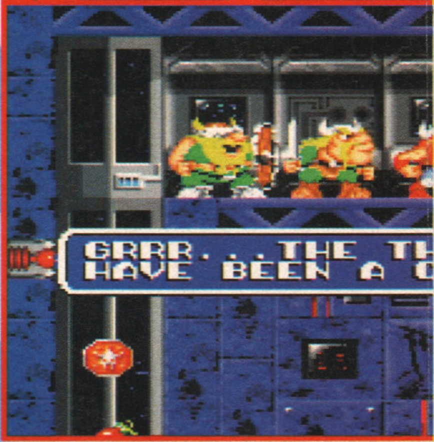
NOT SO FAST, VIKINGS.

Just when you think you've finished this happens and if you die you start all over again. Grrr!

The Vikings are now trapped in a tiny room so have Olaf raise his shield and Eric jump on it to find secret ladder. Climb the ladder and guide Eric far LEFT then press DOWN to find another secret ladder. Now charge to the RIGHT, minding the patrolling alien, and shoulder-barge the wall freeing your captured colleagues. Next send Olaf and Baleog off to destroy the alien in the upper corridor and UP the ladder to wait by the door on the LEFT. Next send Eric UP and RIGHT to get the key and the exit is yours

FINAL LEVEL
PASSWORD:MSTR

First of all, select Olaf and float DOWN towards the RIGHT, avoiding the electrical force fields and head UP the transporter.



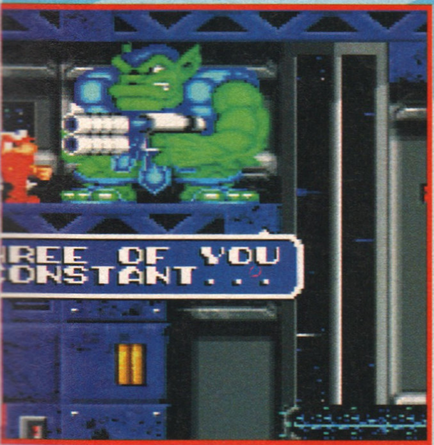
GRRR...THE TH
HAVE BEEN A C

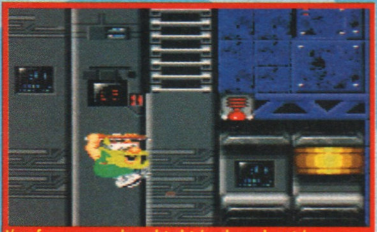
Carefully avoiding Tomator's shots and bombs collect the two bombs on the way down to the first spring. Whilst hanging on the ladder directly above Tomator, drop these two bombs in succession to destroy two of the three platforms Tomator is standing on. Then head to the RIGHT and collect the third bomb, before going back to the ladder and destroying the third platform - take care to avoid Tomator's attacks throughout this process. Once Tomator plummets earthwards, he'll leave behind the yellow key required to shut down the force field to the teleporter, allowing Olaf to nip in.

Now switch back to Baleog, drop DOWN the LEFT shaft and grab hold of the ladder on the right-

Stuck in a Nintendo game? Call the official hints and tips Hotline on 0703 652222

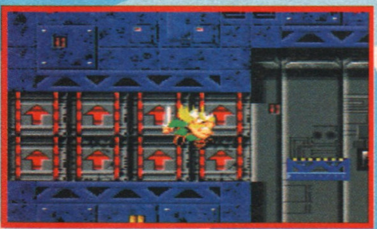
hand side. Go through the transporter and drop down onto the revolving platform. From here, drop onto the TOP platform on the RIGHT and grab the fire arrow. Now shoot the button to disable the anti-gravity field. Walk through the tunnel and drop DOWN onto the springs - be very careful how you negotiate these. Now spring onto the far right-hand ladder and prepare to combat Tomator. Shoot the green blighter twice to temporarily stun him, and use this opportunity to shoot both levers on the left to send Tomator plummeting again. Grab the blue key he leaves behind and go back to the far left-hand shaft. Drop down, and quickly use the key whilst falling to disable the field below. While bouncing on the spring, jump slightly to the RIGHT to push the button which turns off the force field on the right. Go to the teleporter, and have Eric follow.

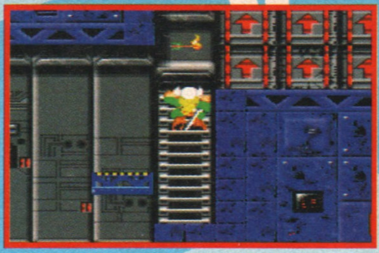



I've forgotten what this bit's about but it's got something to do with Olaf and a shield. I think.

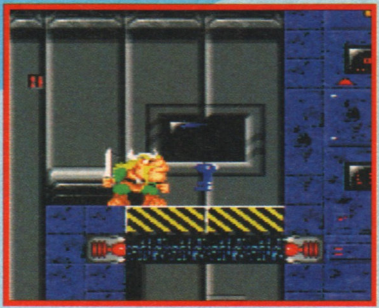
Now all three Vikings are in the same room together again.

Switch to Baleog again and position him to the right, against the closed door, and use Olaf's shield to allow Eric access to the teleporter above. You'll see Tomator to the bottom-right, and when he reaches the far-right of the room he throws two bombs and shoots twice. The instant he looses his second shot, drop DOWN and, as if by magic, his shield disappears.



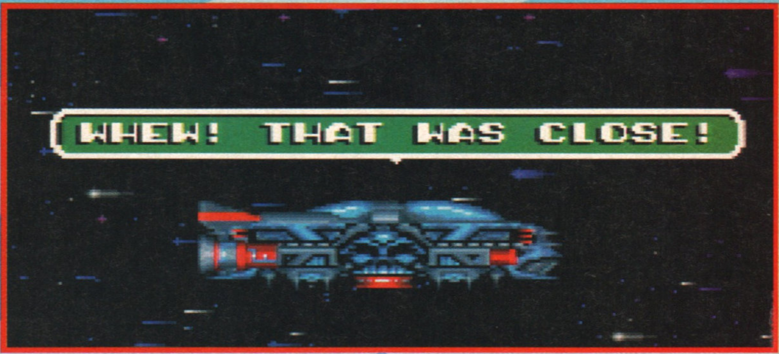


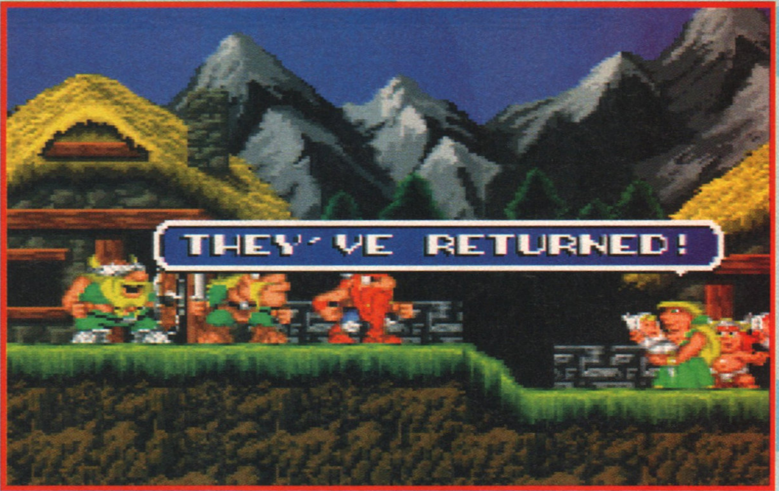
This is the bit where just about everyone gets stuck. Using Eric, ram Tomator into the force field on the right four times. This leads to his swift electrocution, and this time he leaves a red key behind. Use this key on the red lock and, surprise, surprise, the door opens. Switch back to Baleog and fire an arrow. Immediately as the arrow is launched change to Eric. The arrow passes through Eric and hits the button which disables the force shields. Use the spring on the RIGHT to get to the anti-grav unit on the right for all three characters.

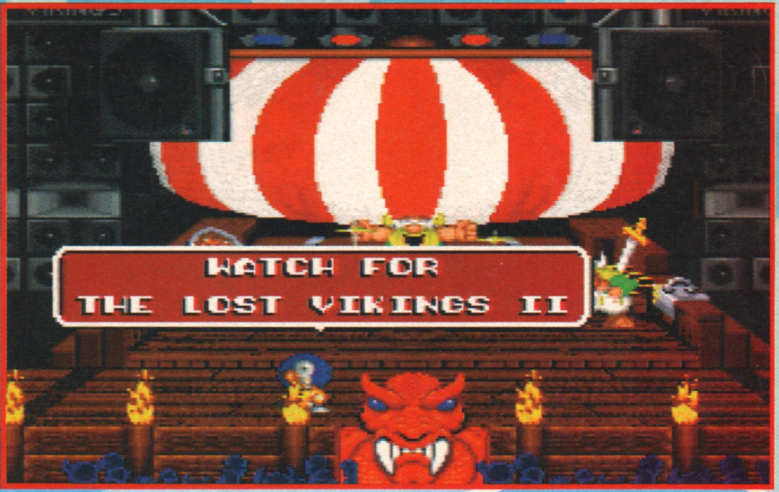


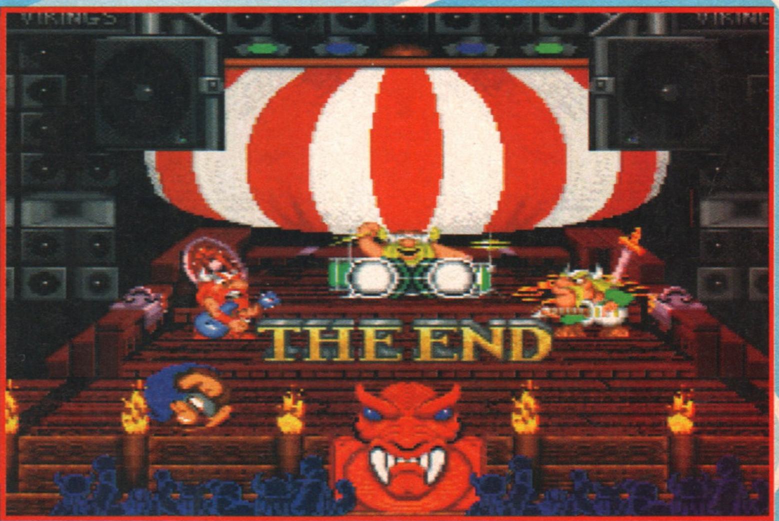
Jump on the spring and, whilst falling, get into the anti-gravity field. You'll now continue to fall all the way to the bottom without getting hurt - but it's essential one of the characters gets the bomb on the LEFT. Now it's time for the final showdown with Tomator.Have Olaf float to the RIGHT, and while his shield is in the upward (floating) position, drop the bomb on Tomator to smash his platform. Still with Olaf, stand in front of the pack with shield down and use Baleog to shoot Tomator twice. Whilst Tomator is disabled, ram him once more with Eric (this pushes him back into the anti-gravity unit) - you'll need to repeat this procedure. Tomator up the anti-gravity chute, with Olaf heading the pack. Using the same method as before, shoot Tomator twice and ram him with Eric's horns. After the second push Eric should be able to jump up and pull the lever which opens the airlock above - hurling Tomator into deep space forever. Now, as they say, you can sit back and watch the end sequence.

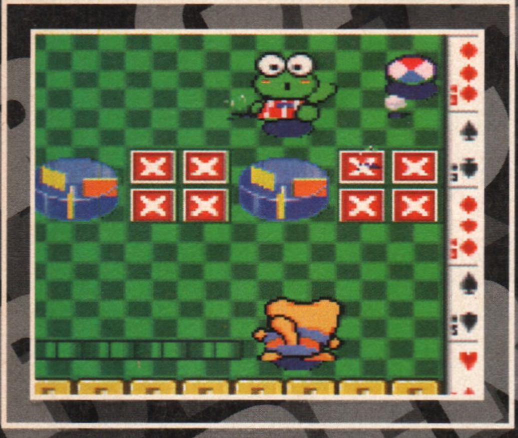
THE END SEQUENCE







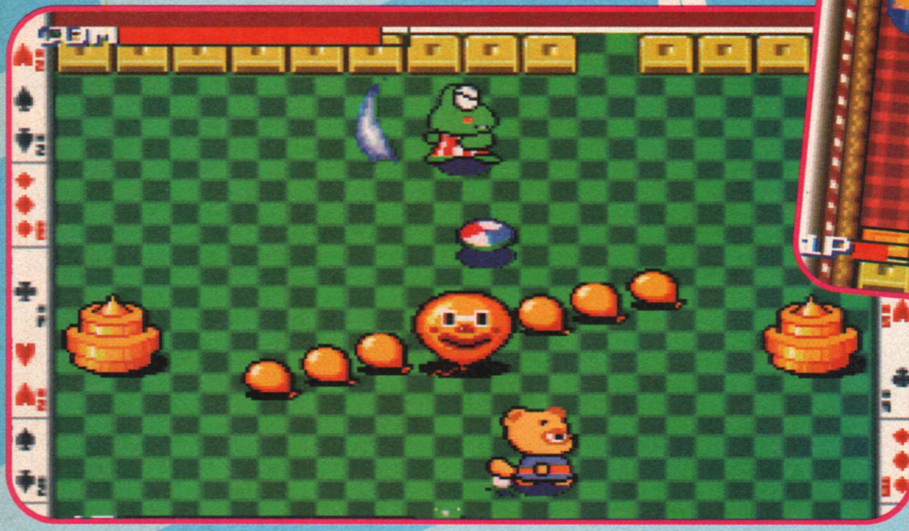




It's one of the surprise cult hits of the year. Smashball combines simple action with challenging tactical play. It's a sort of cross between tennis and pinball, starring an array of cute characters from the popular Japanese series Hello Kitty, and we like it a lot. So much so, in fact, that we've decided to put our considerable knowledge of the game to good use in this mini players' guide. Whilst Smashball is hard enough in one-player mode, the real skill comes when playing against another human, so we'll be concentrating on the true philosophy of the game rather than how to beat specific screens.

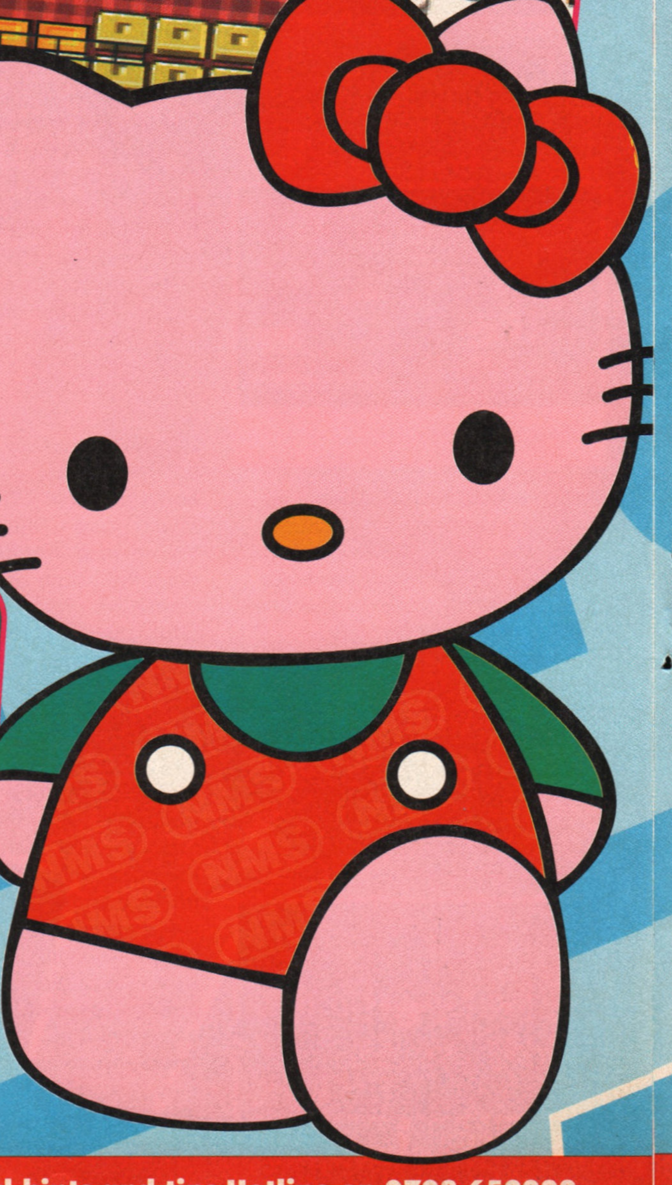
1 KNOW YOUR LEFT FROM YOUR RIGHT

It's surprising how many Smashball players don't get the connection between hitting the puck with their left or right hand (or fin, or paw), and the puck travelling to the left or right. Remember your buttons - B for left and Y for right. The further you are from the puck the more extreme the angle you'll knock it at. Easy enough, yes?



2 DON'T FORGET TO POWER UP

The Super Smash move is the easiest way to win a point, so make sure you power it up at every opportunity. Try to get into the habit of keeping the hit button held down after every return, instead of releasing the button and pressing it again as you'll instinctively do in the beginning. This saves valuable time, as there's no pause between pressing the button and your power meter zooming up as there would be otherwise.



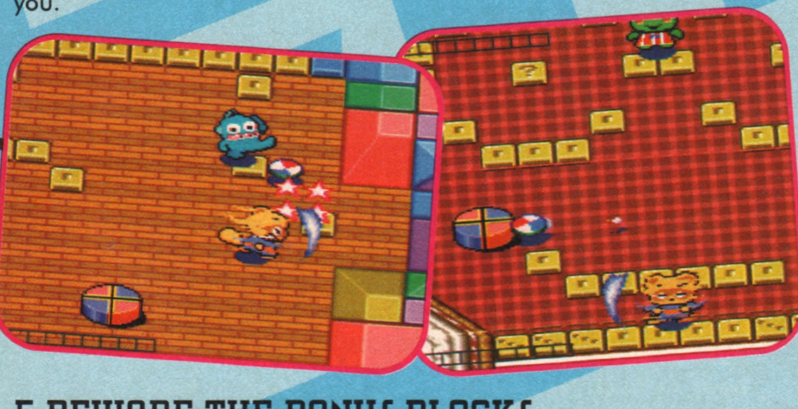
SMASHBALL

3 LEAD US NOT INTO TEMPTATION

Certain screens have trails of destructible blocks which, when destructed, leave a free path into the opponents half, which is usually unreachable in these circumstances thanks to rows of X tiles. Nipping through here and leading a full-on assault is all very well in single player mode, but when competing against another human, don't be tempted, as their furious button-bashing should probably match your own. In the event of the puck flying off randomly, your goal is now left undefended, and a mad scramble to the path into your half usually follows, turning the tables in no uncertain terms.

4 DON'T SAVE YOUR SUPER SMASHES

Once your power meter is completely full, don't be afraid to use your Super Smash at the first opportunity. The best tactic is to get to about halfway down the court and aim at a block with just one hit point left - you should get the puck on the rebound and whack it in. Treble hits right up against your rival's wall are effective, but can be risky, sometimes you'll miss with the second swing, sending the puck hurtling towards your own goal! Also beware of using your Super Smash in the vicinity of fans - they'll often turn your shot right back at you.



5 BEWARE THE BONUS BLOCKS

Make sure you don't hit a bonus block unless you're much closer to it than your opponent. There's nothing worse than smacking one at long distance and watching as the Jaws drift towards the other player, whilst you're stranded at the opposite end of the screen. Lead the puck towards a bonus block if you're in real trouble and get the icon when you're standing right by the thing by all means, though.

6 STAY ON THE OFFENSIVE

Smashball is the sort of game where you lose the initiative the minute you go on the defensive. It's impossible to defend your goal and lead a successful attack at the same time, so play aggressively. It's better to lose a couple of hit points on your defensive wall and completely remove a couple of blocks than to keep the other player at bay for ages but score no real victories - it's only a matter of time before they wear you down.

7 KEEP YOUR DISTANCE ON CORNERS

Some of the screens in Smashball are rather oddly shaped, leaving you with corners negotiate in order to score a point. Try to keep as far away from the puck as possible when negotiating these. It's all too tempting to just steam through smashing the puck millions of times, but these angled surfaces lead to some weird and unpredictable rebounds which often see the puck whizzing out of your reach. Just position yourself a couple of inches from the corner, about two-thirds down the entrance and use your spatial geometry skills to get it through. Be sure to rush in and follow up a successful corner negotiation, though.

Well, that's about it. If you keep these pointers in mind your Smashball skills should be massively improved. Whilst Smashball is a pretty fast and frenetic game, it also requires some patience and good strategic planning. Remember to take your time and think about each shot, and don't let your opponent fluster you with barrages of random hits.

NHS
NEXT MONTH

Well, this is the bit where we usually tell you what we're doing in NHS next month. I've just got time to tell you about the very next NHS, for which we're planning something very special indeed. We'd like to tell you more, honest we would, but you see there are eyes everywhere and if we printed the details here some unscrupulous mag would try to beat us to it. However, in the fine spirit of free information and all that, we've decided to set up a special NHS desk for ONE HOUR on Friday December 10 at 12 noon on 071 972 6700. For this hour, and this hour only, Paul Davies will be available to tell you exactly what's in the next NHS and generally have a bit of a chat and laugh. Remember, though, it's strictly for this hour only, and although this is a normal phone line it is peak rate. Still interested? Stick this date in your diary and prepare to share all the NHS secrets our rivals would love to know!

HIGH NOON: FRIDAY DECEMBER 10. 071 972 6700.

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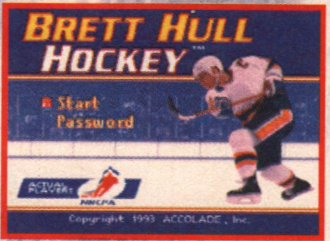
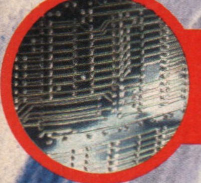
REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** ACCOLADE
- **PRICE:** £TBA
- **RELEASE:** TBA
- **GAME TYPE:** SPORTS
- **CART SIZE:** 16 MEG



GAME INFO

- **PLAYERS:** 1-4
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium
- **CONTINUES:** N/A
- **RESPONSIVENESS:** Bit too slidey
- **1ST DAY SCORE:** Not Much
- **GAME ORIGIN:** Game licensed from famous ice hockey player Brett Hull and, apparently, popular commentator Al Michaels.

CONTROLS

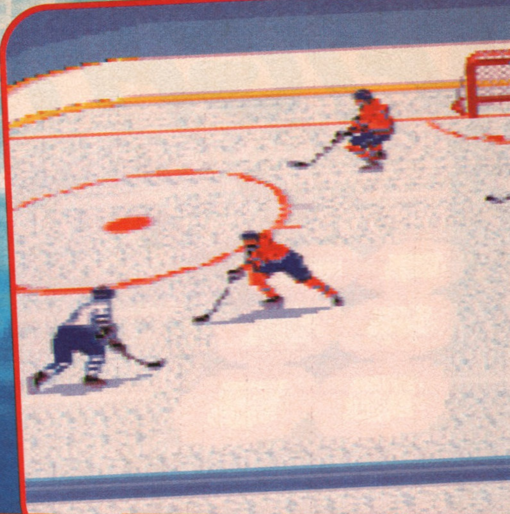
- **HOW TO PLAY:** Use the members of your computer team to score more goals than your opponent does.

A	NOTHING
B	PASS
X	NO, NO THINGS
Y	SHOOT
L/R	L: REMAINS UNUSED R: DON'T DO JACK
S	START: STARTS/PAUSES SELECT: NOTHING

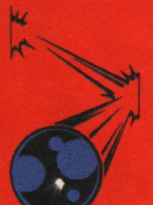
BRET
HOC

Ice hockey is one of the biggest and most popular sports in the United States. Everyone over there adores it, and the game attracts millions of dollars in corporate sponsorship, TV deals and advertising. It's exactly the same story in Canada, who also happen to have one of the best teams in the world. Over here, though, ice hockey doesn't mean spit. No-one in the country actually gives a stuff about ice hockey. This is actually quite a good job, as it's pretty certain we'd lose at it all the time anyway. So this double bill of ice hockey reviews (Brett Hull on this page and Super Slap Shot overleaf) is dedicated to any ex-pat Americans or Canadians reading this magazine, who may miss their beloved sport, having relocated to a place with lots of ice but no skaters.

Both games boast they have all the features of real ice hockey - the tactics, the action, the fights and the slidey inertia (as well as all the annoying jingles they always play). But when it comes down to it, which of the titles is the best? Which one will get displaced Skeptics frothing? Are either of them good enough to get our brave Tommy gamesplayers remotely interested? Well, why not read our special ice hockey double review bill special and find out (©Cliffhanger Intros)?

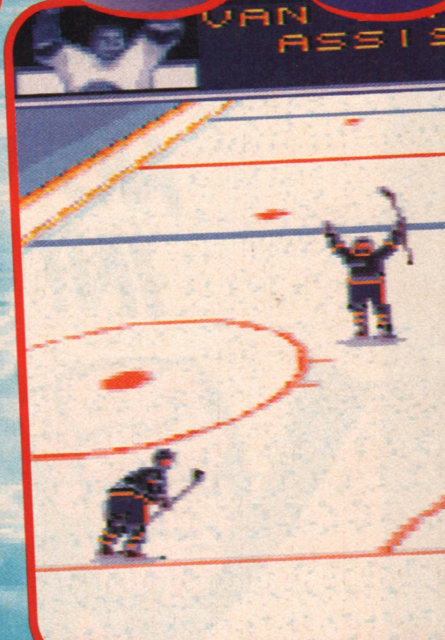


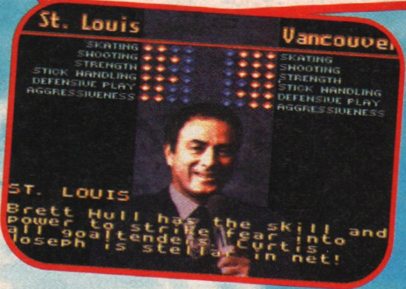
COMMENT



RAD

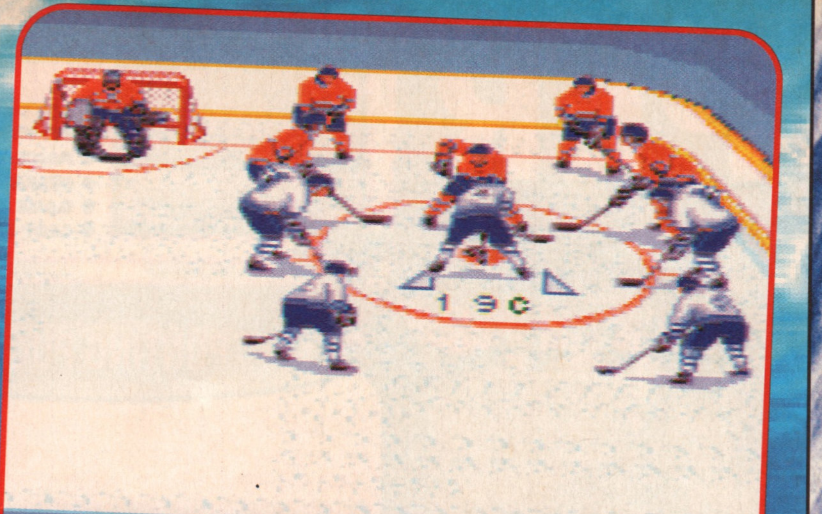
If this game had come out before NHLPA I'd probably rate this higher, but unfortunately EA made a pretty competent crack at converting their Megadrive classic, and as such Brett Hull is pretty redundant. Yes, the commentary is very impressive, although it's pretty halting and not particularly human sounding. The action itself is pretty good too, with all the usual shots and passes. But that's just the point - all there is is the usual shots and passes - there's absolutely nothing to really hold the attention, no really original gameplay features to speak of. This wouldn't necessarily make it a bad game, but there is a problem with the inertia. Yes, fine, ice rinks are slidey places to be, but it's more like trying to alter someone's trajectory in zero gravity than guide a professional ice skater around. The acceleration rate is so pitiful that once you've changed direction to chase an opponent it's impossible to catch up with them. Thus, defence is reduced to skating from side to side and offence comes down to a matter of barging past everyone. However, there is one enormous redeeming feature - the four player option. With four people going for it at once Brett Hull becomes great fun, especially as you've got two players covering every attack, and the frustration level is duly lowered. If you've got three mates to play with, this is great. If you're going to be playing hockey on your own, go for NHLPA.



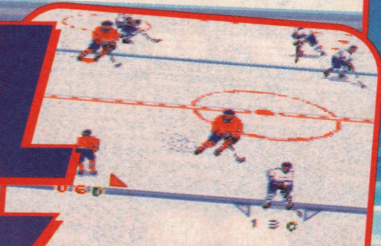


ST. LOUIS

Brett Hull has the skill and power to strike fear into all goaltenders. Curtis Joseph is stellar in net!

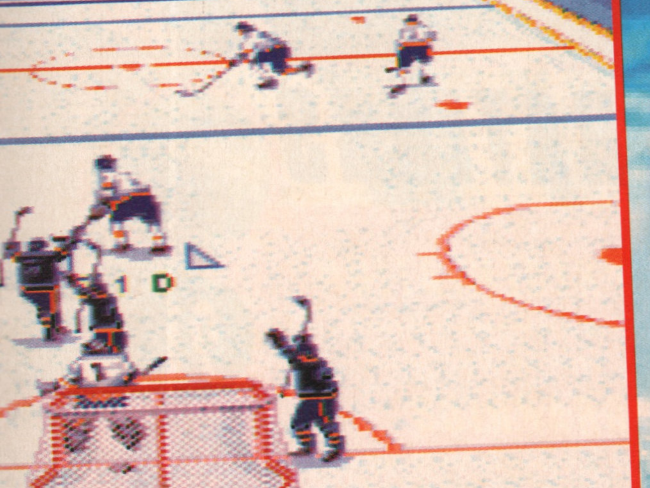


T HULL CKEY



T: D. BABYCH
K. MCLEAN

▲ Somewhere in this picture we've hidden the puck. Can you spot it? I know I can't.



BRETT HULL AND EMU

Despite the name on the box belonging to Brett Hull, his appearance in the game relies entirely on whether anyone actually wants to play St Louis - not exactly the most exciting of teams in the world.However, the second licensee, Al Michaels, is present throughout the game no matter what teams are on the rink. This is because Al Michaels is actually a famous commentator, and his golden voice graces Brett Hull's game with a running low-down. All the passes, the score and the shots are detailed by Al's (albeit slightly mechanical) tones He even comes out with little quips like "That must have hurt!" and other such witticisms. What a card. Still, if you have any problems with American ice hockey commentators, it's possible to turn him off and fully appreciate the effects instead.

COMMENT

ANDY

To be honest, I don't think there's all that much to seperate this from its EA contemporary, in terms of gameplay at least. All the stuff that really annoys you about Ice hockey games is there; the slidey players, the super human goalies, the crap organ player etc. But what this game does have that NHLPA doesn't, apart from a slightly different viewpoint and shot-by-shot commentary (by Steven Hawking by the sounds of it), is a smart four-player option. It is for this feature alone that I recommend this game to anyone seeking ice hockey hilarity with more than a couple of mates - it's a guaranteed great laugh. However, like Rad, I would suggest solo players seek out the slightly faster NHLPA.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	■	☐
ACTION	■	■	■	☐
CHALLENGE	■	■	■	☐
REFLEXES	■	■	☐	☐
ORIGINALITY	■	☐	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	☐
DAY	■	■	☐	☐
WEEK	■	☐	☐	☐
MONTH	■	☐	☐	☐
YEAR	☐	☐	☐	☐

PRESENTATION 90

▲ Plenty options and advertisement-style intermissions and all that jazz.

GRAPHICS 78

▲ Big sprites, and okay animation.

▼ Only one background, but hey, that's ice hockey for you.

SOUND 92

▲ Brilliant commentary and speech and everything.

▼ Sound effects are pretty average.

PLAYABILITY 79

▲ Quite action packed.

▼ Silly inertia slows everything down.

LASTABILITY 80

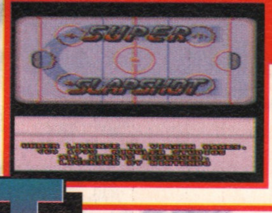
▲ League will most certainly take some beating, and the four player mode should last forever.

▼ Not that much in it for solitary players.

OVERALL 80

A great four-player fun fest, but best not bought by lonesome single players.

SUPER SLAP SHOT



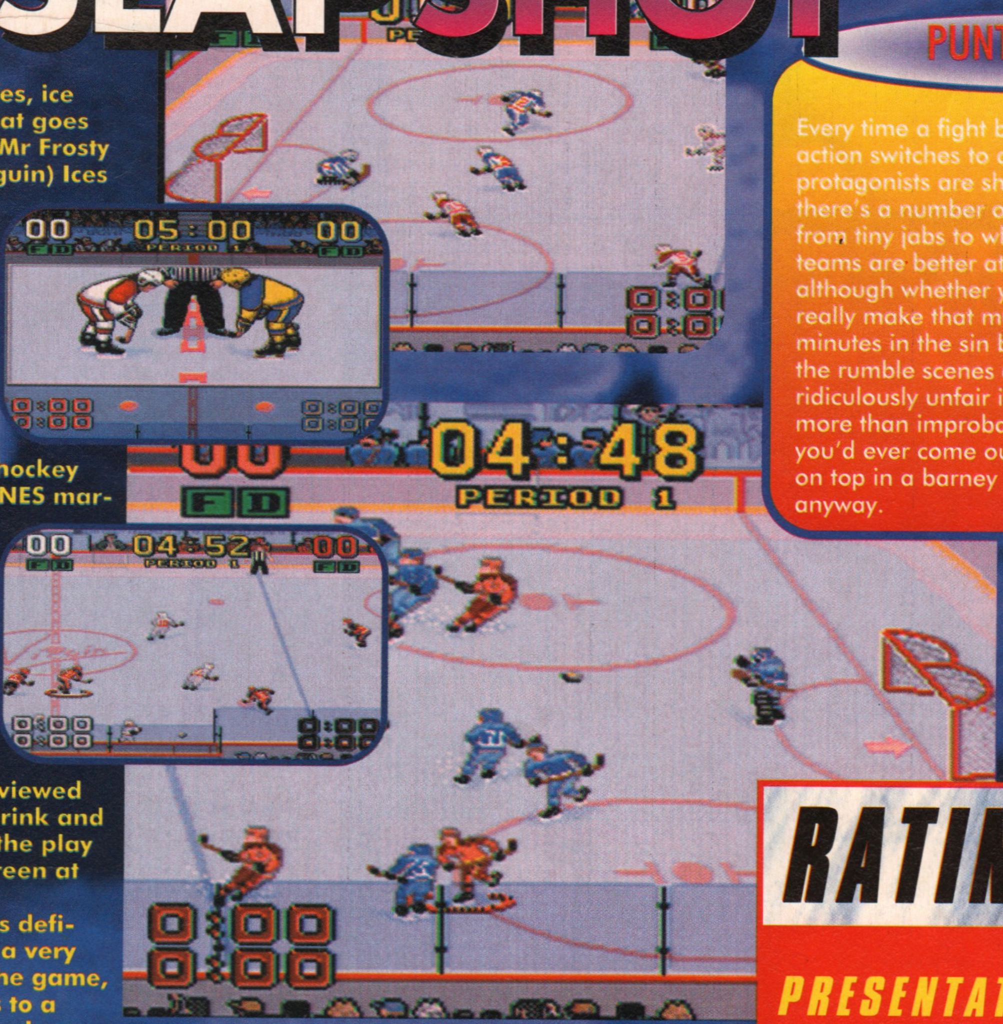
CART SPEC

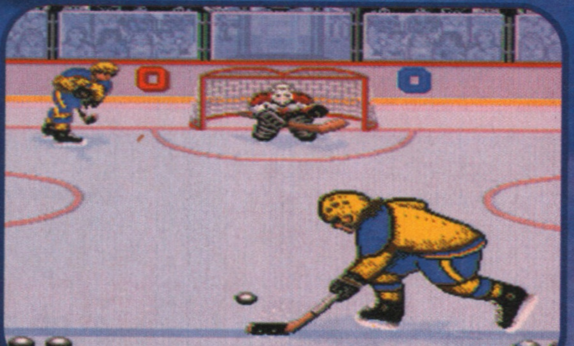
- **BY:** VIRGIN
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SPORT
- **CART SIZE:** 8 MEG

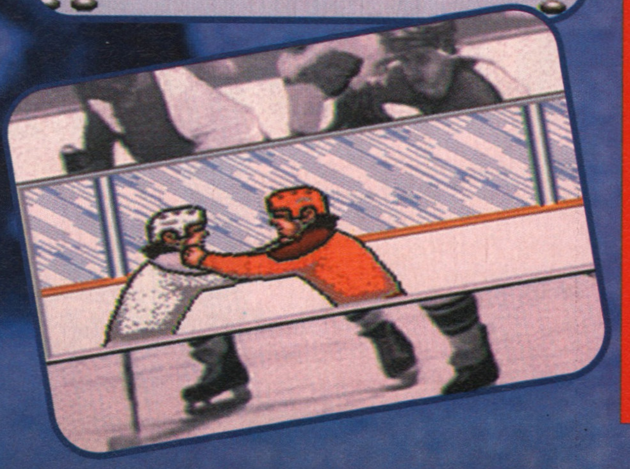
What with winter knocking at the door, it must be ice hockey season for consoles everywhere. Yes, ice hockey, the sport that goes hand-in-hand with Mr Frosty (with Percy the Penguin) Ices adverts and absolutely no change in the weather at all. Still, you can have all the fun on the mega-dangerous frozen lake without the threat of a hideous death with the second new ice hockey game on the Super NES market - Super Slap Shot.

Super Slap Shot is a conversion of the old Megadrive game Mario Lemieux Ice Hockey. It features all the stuff you'd expect - stats and fights. The action is viewed from the side of the rink and about two-thirds of the play area is shown on screen at any time.

Super Slap Shot is definitely an attempt at a very arcadey version of the game, there's few allusions to a real sports simulation here. Actually, this is no detriment to the title, making it faster and more action packed than most. There's also more stats than you would believe - simply pause the game and pages and pages of stats, a complete breakdown from the scoring rate of one of your players to the efficiency of your keeper through how good each goal was and how it was scored, are there for your perusal. However, it does lack a little something in the depth department. While the big close-ups for face-offs and penalties are very nice and break up the action well, it's not as absorbing as NHLPA, although it has loads more moves than Brett Hull. All in all, this is a competent and undemanding ice-hockey title which certainly isn't in the major league, but isn't as abhorrent as you'd imagine from the screenshots.







PUNTING PUCK

Every time a fight breaks out on the rink, the action switches to a big-view beat 'em up. The protagonists are shown from the waist up and there's a number of moves to choose from, from tiny jabs to whopping uppercuts. Some teams are better at scrapping than others, although whether you win or lose doesn't really make that much difference - it's still two minutes in the sin bin. However, the rumble scenes are so ridiculously unfair it's more than improbable you'd ever come out on top in a barney anyway.

RATINGS

PRESENTATION

▲ More stats than anyone has ever seen before, and trillions of options.

91

GRAPHICS

▲ Close-up sprites look okay.

▼ Regular view graphics are small.

64

SOUND

▼ Rubbishy tunes and bland, muffled effects

61

PLAYABILITY

▲ Very tweakable, so you can make it suit your playing style

78

LASTABILITY

▲ It's a long and challenging game.

▼ No desire to go back once beaten.

76

OVERALL

A reasonably enjoyable ice hockey game - for a while. Go for Brett Hull or NHLPA instead.

78

USE YOUR HEAD THIS CHRISTMAS!

Virgin

GAMES CENTRES

well...you asked for it but are you gonna get it?
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Super Mario All Stars

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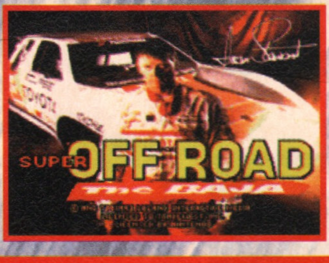
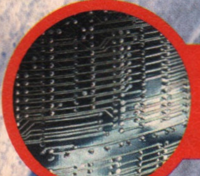
ahead of the game

SUPER NINTENDO®
ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** TRADEWEST
- **PRICE:** £TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:** 1-2 Alt
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Hard
- **CONTINUES:** None
- **RESPONSIVENESS:** Good
- **1ST DAY SCORE:** Complete second leg.
- **GAME ORIGIN:** Sequel to the famous racing coin-op Off Road Racing.

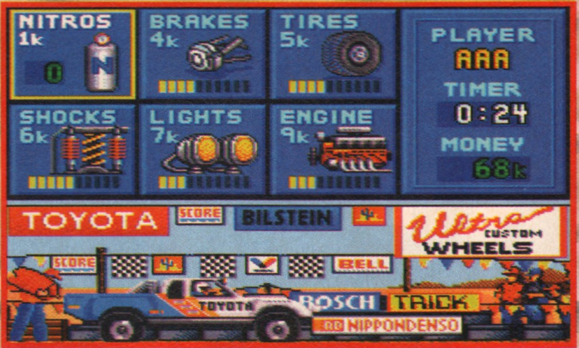
CONTROLS

- **HOW TO PLAY:** Drive your car around the bumpy off-road tracks, finishing in sixth place or better to qualify for the next run.

A	NITRO
B	ACCELERATE
X	BRAKE
Y	NITRO
L/R	L: STEER LEFT R: STEER RIGHT
S	START: STARTS/PAUSES SELECT: NOTHING

There's a lot of money to be made in off-road racing, apparently. Beats anyone where it comes from though. I mean, no-one ever watches it when it's on the TV (usually on exceptionally dull Bank Holiday mornings), no-one pays good money to go and see the "event" live, and heck, no-one even knows the names of any of the drivers. Where do these chaps come from? Where do they go? Do they have a career in off-road, or are they simply actors hired by crap American TV companies to make cheap Wild World of Sports programmes?

Well, now's your chance to find the answers to all these questions with the sequel to the incredibly successful Ivan "Ironman" Stewart's Off-Road Racing (well, alright, some people might know his name). Instead of the tiny cars and overhead view of the first title, Super Off-Road - The Baja is on a behind-the-car view, giant sprites tip, making it more akin to Mario Kart than the jolly little original we know and loathe. But does this make it a better individual? Well, hey, just read this here Review and find out. Yeeha.



BUY THINGS IN A SHOP

Like all good off-road racers, you have nothing better to spend your prize money on than extra bits for your truck (in the game at least). So after every race you are given the opportunity to buy upgrades for your machine in Honest Steppenwolf's Truckerie. Honest buys and sells upgrades, allowing you to trade in upgrades which aren't very useful in the next leg. After the first stage, visits to the Truckerie are taken in real time, meaning shopping costs valuable seconds. The full complement of tasty extras available is listed here.

LIGHTS: With the Baja being a 900 mile off-road trek, there are times when it's going to be dark. Improving the power of your headlights (useful in no-light situations) costs a quite amazing $7000, more than new shocks!

TYRES: Very useful in the grip department, better tyres are all important for the muddier sections of the course. Tyre upgrades costs a whopping $5K each.

BRAKES: Not at all useful really, because you never actually need to hit the brakes during the game. Still, if you want to waste your money each new level of breakage costs $4000.

SHOCKS: Now these are very important as they protect your truck from the damage incurred through rough driving and rougher crashing. One level of shocks sets you back a whopping $6000

ENGINE: A bigger engine means a faster truck, and so improving your under-bonnet motor is a very good idea indeed. Sadly, though, this is pretty pricey at nine grand per level.

NITROS: You can carry as many nitros as you can afford, and it's quite advisable. Each one allows you a bit of a turbo boost. Although you start the game with 25 it's a safe bet a lot of your cash shall disappear into nitro investment. One nitro costs $1000.

S

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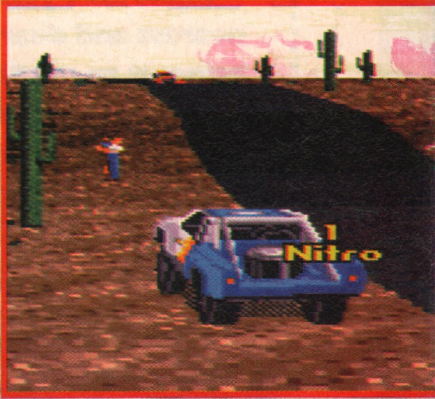
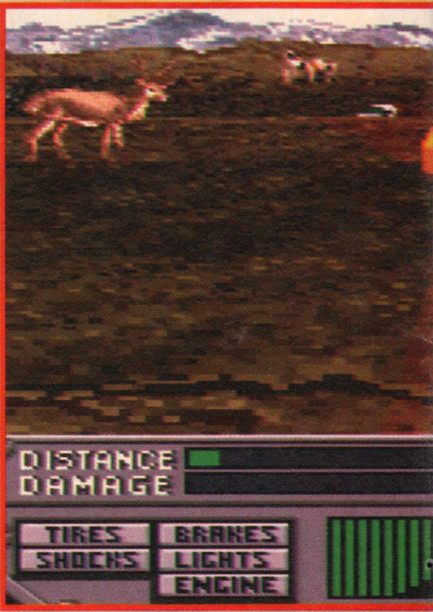
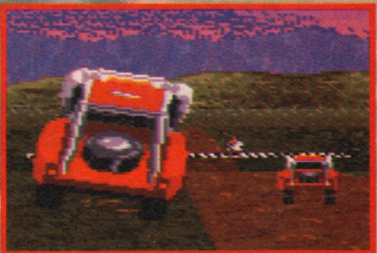






UPER
F ROAD
E BAJA

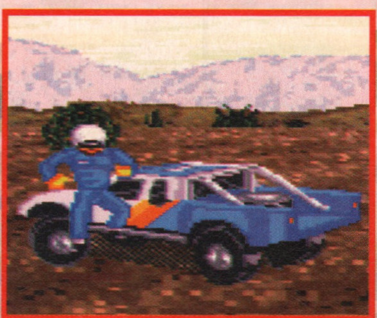
REVIEW

SUPER NINTENDO

ENTERTAINMENT SYSTEM

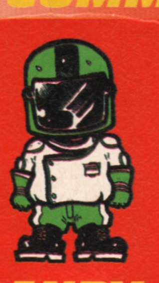
IVAN ACE TIP FOR YOU

That nice Ivan Stewart is a lovely man. He doesn't just endorse this game, he's taken a personal hand in the production. Before each leg of the Baja, his cheery face appears offering some helpful advice, although it's generally of the standard of "Go very fast and beat other cars". Not just this though, he also makes his presence felt whenever you pop into the shop, advising you on what to spend your cash on. It's often a good idea to listen to this advice, as being a professional off-road racer Ivan knows what he's talking about. Although the advice is probably just made up by the programmers.



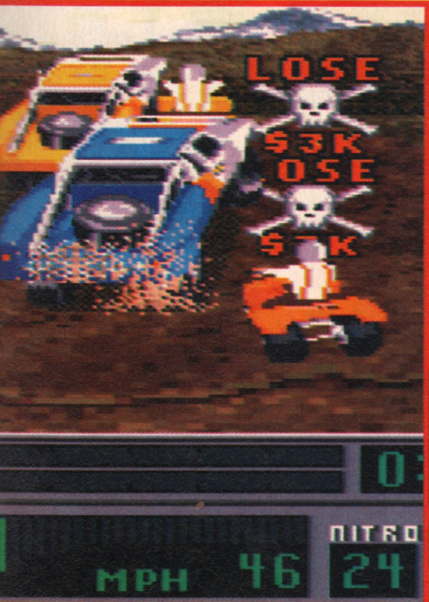
▲ There's loads of room for a good Badger caption, so you'd better think of a funny one Andy," said Dave, hopefully.

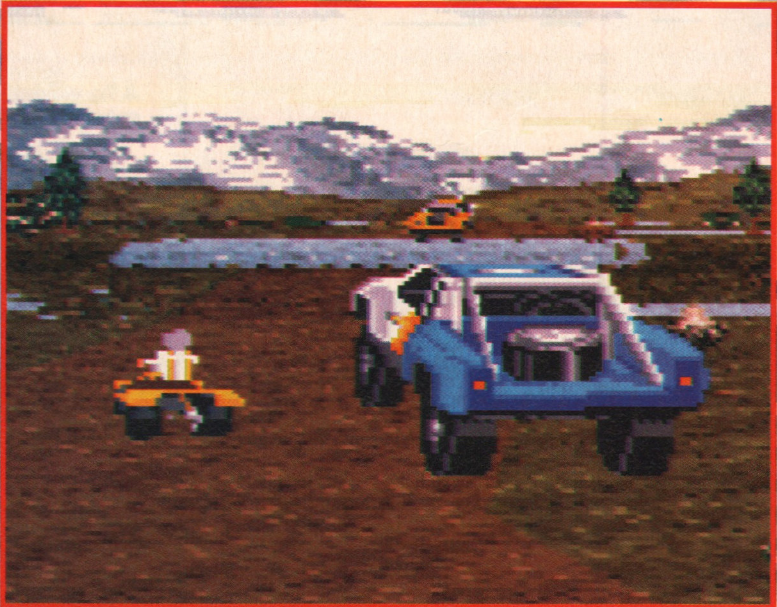
COMMENT



ANDY

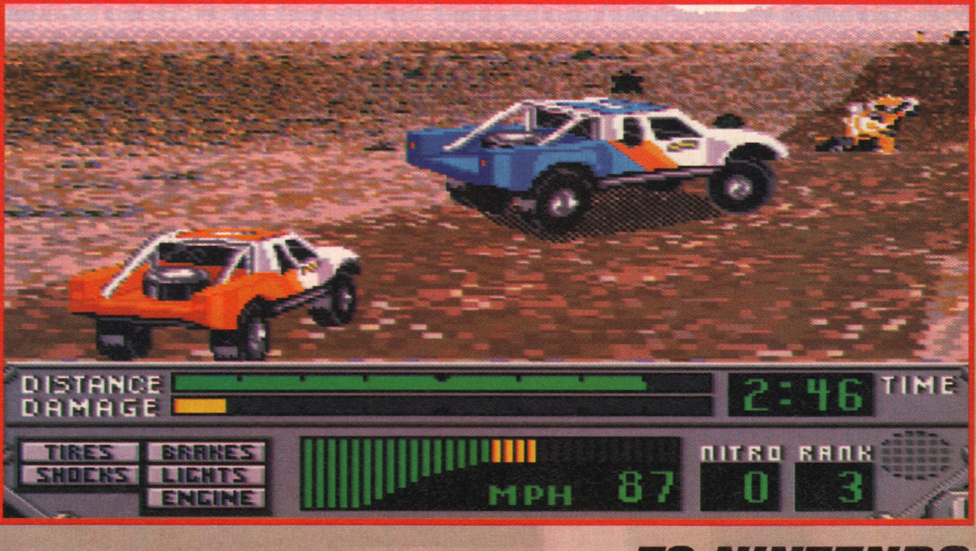
Just like in the original Off Road, this game is quite a laugh for about half an hour. After that, I found several points began to annoy me. For instance, while your car potters along at a moderate pace there is no real feeling of great speed - something I consider essential for any decent racing game. All the nitros seem to do is make an inoffensive popping noise and send your car careening off the track and into into a helpless bystander - the bumpy nature of the track coupled with the jerky scrolling have a similar effect. Also, and this is a feature that it shares with its predecessors, the extras that you spend your hard-earned on don't seem to make much of a difference to the performance of your motor. That said, it's not an appalling game - it has some nice touches, great graphics in spite of their jerkiness and certainly presents a reasonable challenge. But I think it's telling that I spent most of my time trying to find stuff to run over!





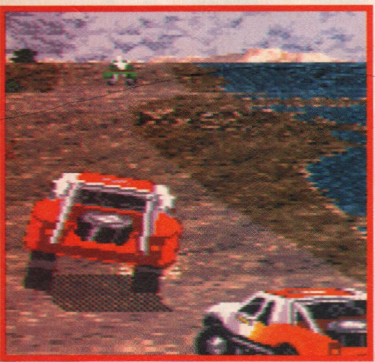
DRIVING OVER MISS DAISY

Of course, Mortal Kombat has changed games forever. Now not even a humble racing game is complete without its share of gore and gratuitous death sequences. Indeed, Super Off-Road has plenty to cater for would-be hit-and-run merchants. Occasionally you may see a deer, or better, a person standing by the side of the road. Should you run into them, they die with a horrifying scream. There are also quad bike riders on the course, and slamming into them at high speed dislodges them from their mounts. If you're quick you can even run the driver over while they lie prone on the track! Of course, all this death is morally detestable, so drivers lose between three and ten thousand dollars per kill. Well worth it!

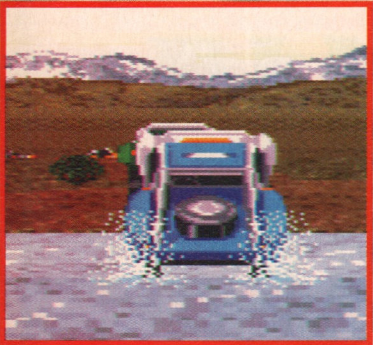


REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM



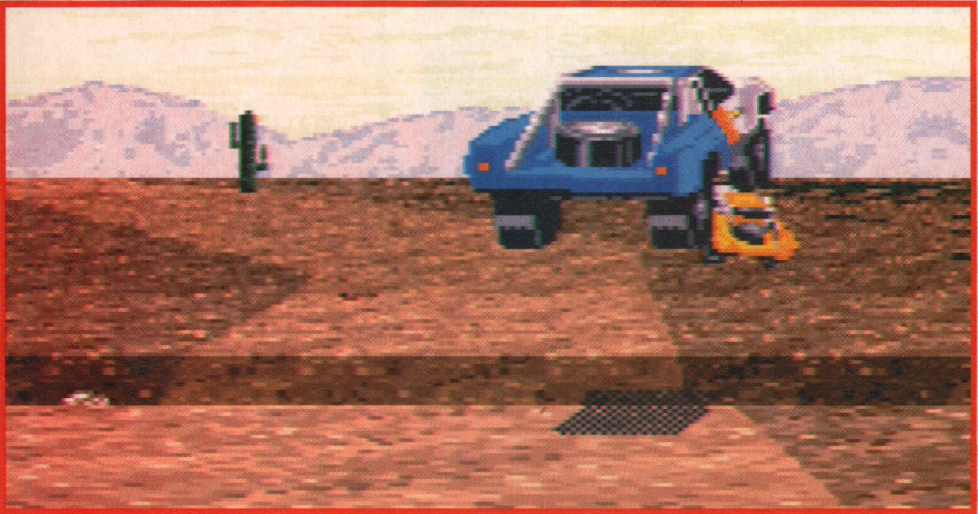
▲ "More Badger jokes I think. You might like to mention voles etc...and maybe my cat Tigger," proffered Dave in vain.



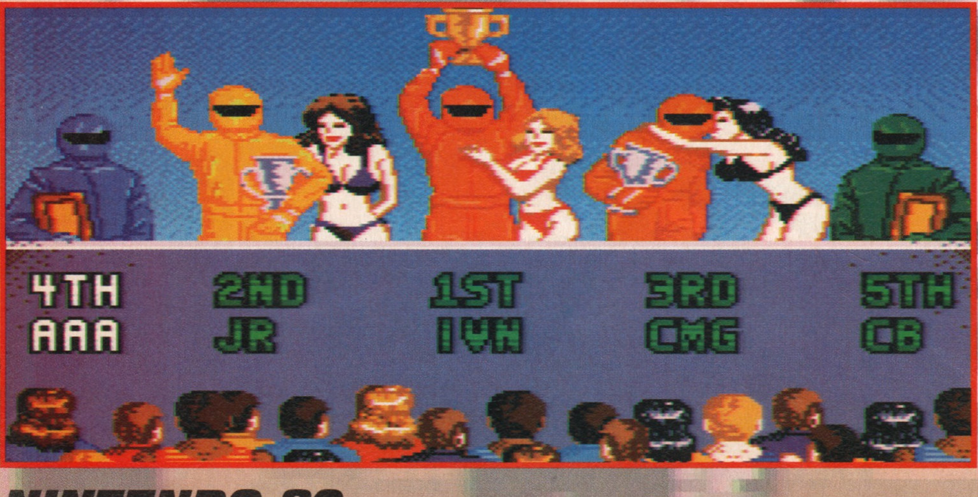
COMMENT

RAD

I must admit I was never particularly enamoured of the original Super Off Road - it was just a bit of a fiddly copy of Super Sprint if you ask me. The sequel, however, is something completely different. It's about time somebody tried something like this on the Super NES, and it certainly makes a change from the regular behind-the-car view racers. Whilst the screen update can be a little jerky, the actual feeling of motion is very realistic. Driving the car is a bit of a seat of the pants affair because the constant hills and bumps make it difficult to see the course ahead of you - and whilst this is part of the games appeal it can be frustrating when the track takes a sudden sharp bend which is invisible to all intents and purposes. It's a pity there's no simultaneous two-player mode, but that would have been impossible due to the size of the graphics and rollingossity of the course, but there's an alternating mode if you're desperate for some human competition. However, whilst Baja is highly enjoyable, it's also quite limited, with the course being much of a muchness throughout the game. Still, there's more than enough to keep race fans happy, and the cart certainly packs a big challenge. Give it a whirl if drive 'em ups are your bag.



▲ "Okay, how about, look at the badgers on that!" suggested Andy, feebly.



RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	□	□	□
ACTION	■	■	□	□
CHALLENGE	■	■	■	□
REFLEXES	■	■	■	■
ORIGINALITY	■	■	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	■
WEEK	■	■	■	□
MONTH	■	□	□	□
YEAR	□	□	□	□

PRESENTATION 91

▲ Loads and loads of intermissions, stat screens and options and so on, plus excellent in-game presentation.

GRAPHICS 85

▲ Big, well detailed sprites with a nice grainy look to them.

▼ Scrolling can be a bit jerky.

SOUND 82

▲ Heaps of sampled speech - the deer screams are hilarious.

▼ Tunes are a bit on the quiet side.

PLAYABILITY 80

▲ Adrenalin-producing racing thrills are the order of the day.

▼ Not particularly over-endowed in the variety department.

LASTABILITY 75

▲ The Baja itself is very long but not very tough to complete.

▼ You may tire of the whole thing before winning the first prize.

OVERALL 76

A refreshing change from most driving games and certainly a fun one, but a bit easy and might not appeal to everyone.

No guts. No glory.

Have you got what it takes to roar into the sunset with the first motorcycle racing simulator to hit the Super Nintendo?

Race the international circuits with 2-player simultaneous split-screen action.

If you've got the guts, the glory will be waiting on the winners rostrum.

Available October 1993.

GP-1
ATLUS
ATLUS
ATLUS
GP-1
TACHO
1 LAP
2 LAP
3 LAP
TOTAL TIME
02'03"90
LAP
3
16th
SPEED
0 km/h
GEAR
1

"This is a fun game especially in 2 player mode. Considering it's the first Hang-on style racer for the Super Nintendo it's worth checking out."

NMS September 1993.

GP-1

SUPER NINTENDO®
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BAN DAI

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MEGA-LO-MANIA

Are you Power crazy enough to take on the ultimate challenge of MEGA-LO-MANIA? A new planet has been born and lacks only a leader. You must face three conniving opponents and lead your race through the ages. To be successful you must mine, invent weapons, build fortress and above all fight.

Move through the epochs and prepare for the final conflict the Mother of all battles The Conflict at the End of Time.

89% SNES FORCE "Incredibly addictive" Excellent strategy" "engrossing" "Heartlessly brilliant"

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PAL VERSION
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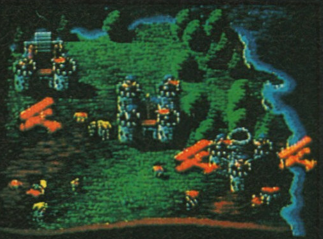

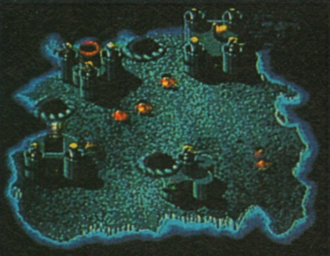

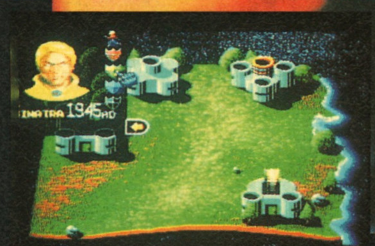
IMATRA 1945AD

RUN SABER

Cyborg warrior, you are on Run Sabre mission. Take a friend if you can on your perilous journey hack through the jungles, battle underground, across the orient and in the air. Fighting the mutant armies of Dr. Bruford every inch of the way. Finally you come face to face with the evil and all powerful doctor himself. Your lethal weapons and specially designed powers will hopefully lead to ultimate victory. You are the Earths last hope.

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SABER
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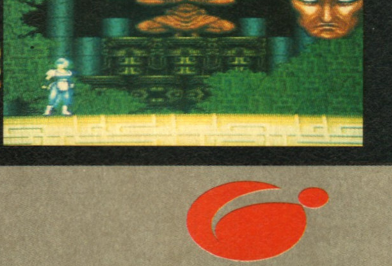

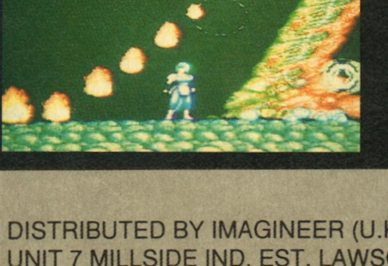
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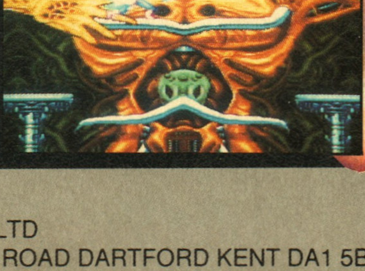

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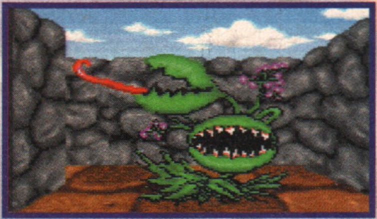
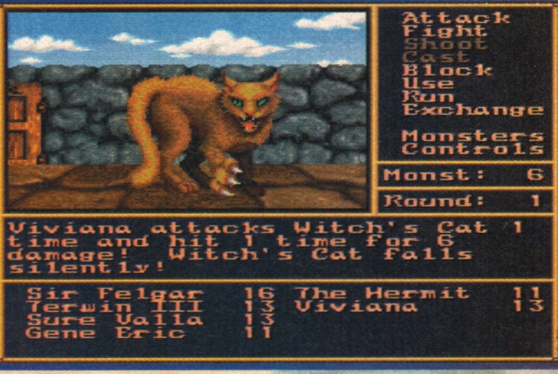
Might and Magic® II

might & magic

CART SPEC

- **BY:** ELITE
- **PRICE:** £59.99
- **RELEASE:** TBA
- **GAME TYPE:** RPG
- **CART SIZE:** 8 MEG

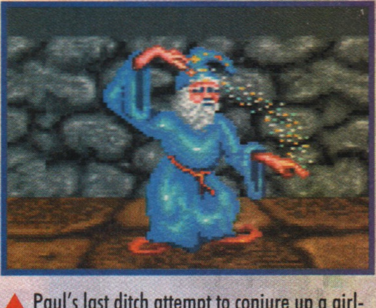




Viviana attacks Witch's Cat 1 time and hit 1 time for 6 damage! Witch's Cat falls silently!

Sir Felgar	16	The Hermit	11
Terwin III	13	Viviana	13
Sure Valla	13		
Gene Eric	11		

▲ 'Shake my paw young Orcslayer,' said Tigger



▲ Paul's last ditch attempt to conjure up a girlfriend for the NMS Christmas party

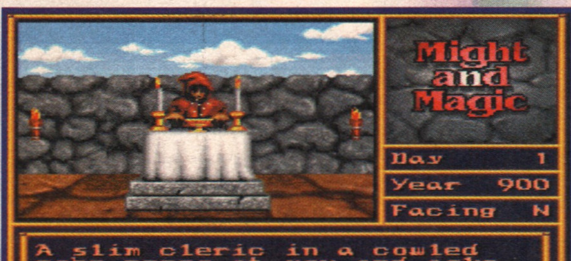
There's no set storyline to Might and Magic II. Not because Elite are short on ideas, rather they prefer players to make good use of their own. Nonetheless, any decisions made by the player in Might and Magic II are realised in the world of Cron and are affected by one overriding factor: Enforcement of the peaceful existence hitherto enjoyed by generations of Crons. Unfortunately anyone volunteering for this responsibility is challenged by the presence of evil forces and harmony is impossible whilst such creatures exist.

Before the adventure begins the player is presented with the option to create a character. Adventurers adopt the form of either an Elf, Dwarf, Gnome, Half-Orc or Human. Much depends on the race of a character - a person with low intellect is a poor choice for a Cleric's magic and Archers are sure to miss their target if lacking in accuracy skills. After selecting the race a profession is chosen: The skills of a Knight, Paladin, Cleric, Archer, Sorcerer, Robber, Ninja and Barbarian are rewarded to character's whose attributes are suitable. A person's sex affects the proceedings slightly and the choice of good, neutral or evil persuasion can influence the game later on. Should all this carry-on prove to complex at first it is possible to go straight into the game where six pre-designed stooges await direction.

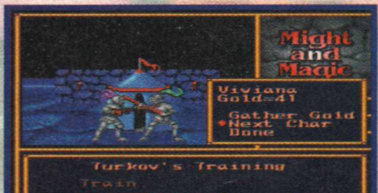
The Inn of a town named Middlegate is the first location visited by the party of six adventurers. Inns in any town serve players with the opportunity to record their progress at any time throughout the adventure. Once a party of six is chosen from those present at the Inn a visit to the nearby Blacksmith's is rewarded by weapons, armour and other miscellaneous items. All are essential to cope with the trials ahead. At this juncture it is best to advise anyone considering the purchase of Might and Magic II that the game is rather different from the accepted standard of adventure on the Super NES. At no point in the game is the task made easy for this band of heroes and death comes frequently at first. After playing Might and Magic II it is apparent just how much players are led by the nose in the vast majority of other Super NES so called role playing titles. In the light of this unsuspecting role playing novices are guaranteed to become disheartened by circumstances that seem largely out of their control - ie encounters with posses of blood-thirsty Sludge Beasts whose powers are far superior to those of your party's who promptly go about proving this in no uncertain terms! When this isn't happening, however, the control of the party is given over to an easily understood method of using the direction pad to move the party around and the B button to select from a sizable list of possible party commands. Like 'rest', for example.

Once confident with the control method - which doesn't take long - players are free to lead their party where they will. Training grounds are available in which skills are honed to perfection in preparation for the many gruelling battles ahead; taverns replenish food and are good sources of advice, helping prevent adventurers from becoming too confused or lost. Might and Magic II presents role playing in its most basic form. The presentation is devoid of any frills and the graphics are best described as functional. A vivid imagination is required to find any of the marauding creatures frightening in the least and music lovers are advised to keep the sound low. In spite of these problems the game does provide hours of almost completely unrestricted exploration of a vast play area. Sadly the game doesn't make use of the Super NES's amazing capabilities in any way and the old-fashioned RPG game-style is unlikely to satisfy players hungry for English translations of Capcom's Breath of Fire, Konami's Madara II or Squaresoft's Secret of Mana.

Paul the Orcslayer



A slim cleric in a cowled robe peers at you and asks in a serene voice, "May I aid you, travelers?"



You need 2000 more experience.

RATINGS

SUPER NINTENDO

PRESENTATION

▼ A poorly rendered title screen preceeds lists of dull text.

55

GRAPHICS

▼ Not very good at all.

47

SOUND

▼ Dudley Moore couldn't ham up the mediaeval theme better than this!

58

PLAYABILITY

▲ Developing the characters is rewarding.

▼ The early stages are unforgiving.

67

LASTABILITY

▲ There are hours of exploration here.

▼ You'd cast this aside for a new Zelda adventure.

79

OVERALL

The first authentic role playing game for the Super NES is competent in design but looks, sounds and occasionally plays disappointingly.

68

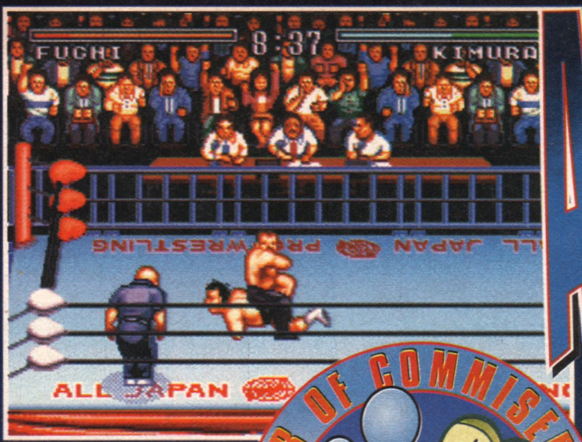
REVIEW
SUPER NINTENDO
ENTERTAINMENT SYSTEM

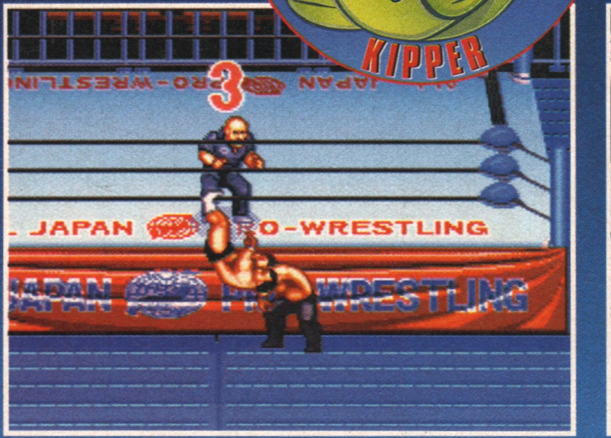
ALL JAPAN PRO WRES

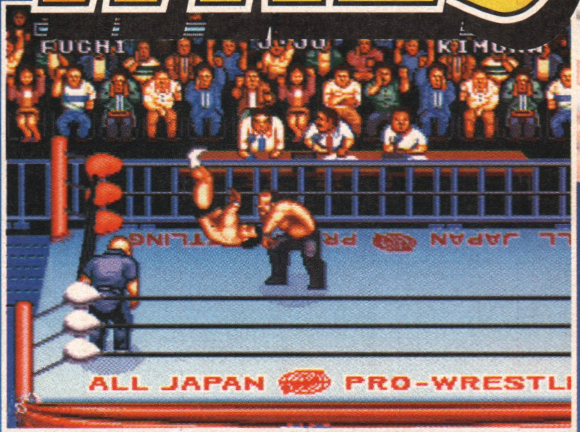
Wrestling makes yet another appearance on the Super NES - aren't people sick of it yet? Well, they will be after they see this, that's for sure. All Japan Wrestling is an absolutely horrific title. It features squat little cartoon character wrestlers, all of whom seem to have exactly the same moves - ie fall over and get beaten up.

This game isn't actually too bad in two-player mode, for a while at least. The action is pretty brutal, and the effects always sound like you're breaking some bones. There are also some rather unethical moves on offer, such as pulling peoples' heads down and kicking them in the face repeatedly. However, the selection of manoeuvres on offer is pretty limited, and that describes the game perfectly. After a couple of bouts with one of your mates you're suddenly filled with a desire to never ever play the game ever again. One second in single player mode is enough to produce this effect.

KIPPER OF COMMISERATION
KIPPER



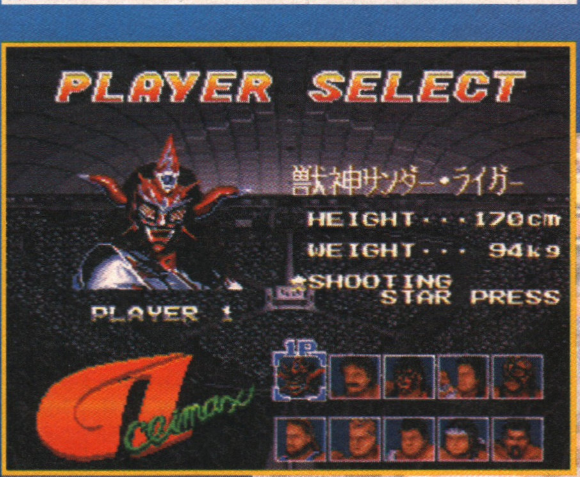




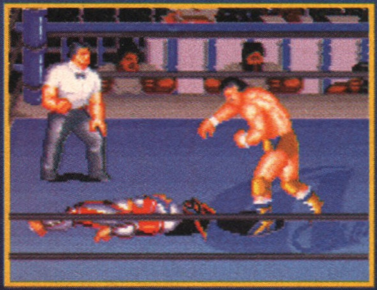
REVIEW
SUPER NINTENDO
ENTERTAINMENT SYSTEM

Don that spandex and oil those pecs for the greatest wrestling event of the year - Pro Wrestling! Yes, fans of obscure wrestling characters will be cock-a -hoop over the motley assortment of barely heard of folk in this latest title from Varie. Indeed, the only character whose face we could recognise was Big Van Vader out of WCW, which is pretty sad when you think about it.

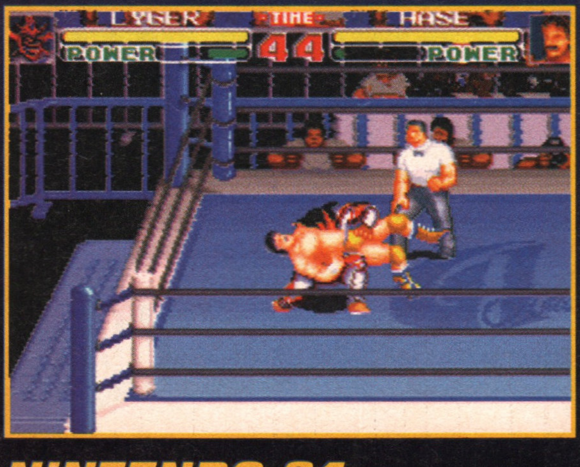
Anyway, the plot's the same as usual - beat up all the other fatties (without actually making bodily contact it would appear) in order to be crowned wrestlechamp of the Universe. Sadly that's about as likely as anybody actually being stupid enough to buy this game. In short, Pro Wrestling is one of the most tedious games in Christendom. The controls are absolutely hopeless, and it's almost impossible to make your poorly-animated little wrestler do what you want him to. When you do, there doesn't seem to be much point because it's almost impossible to pin anyone either. The original WWF still rules the Super NES wrestling roost, I'm afraid, with this not even making Second Chicken.

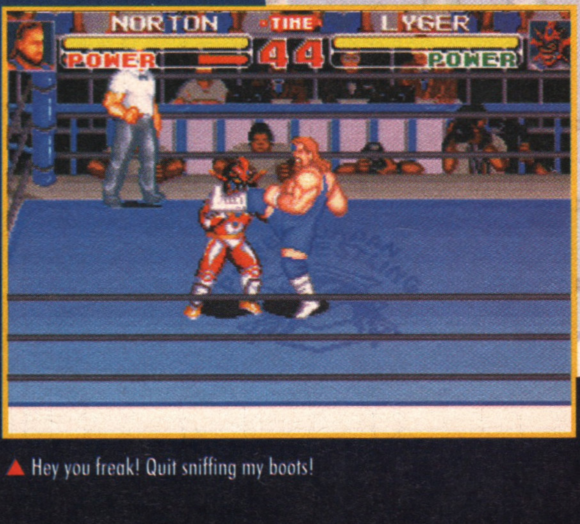

PLAYER SELECT
獣神サンダー・ライガー
HEIGHT···170cm
WEIGHT··· 94kg
★SHOOTING
STAR PRESS
PLAYER 1

▲ Good evening, my name's Colin and I'm your host for this evening's wrestle-based entertainment. Thank you.



▲ I can see your underpants from here. Hee hee!

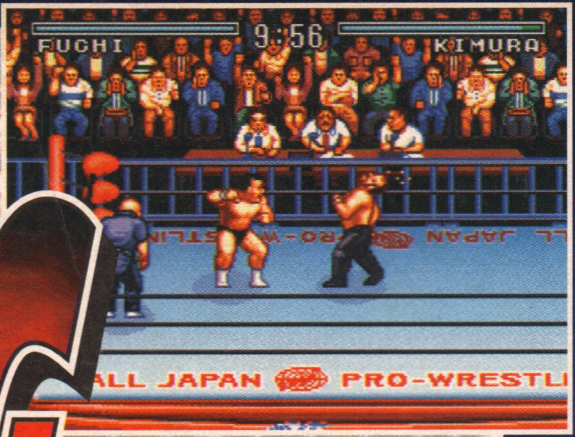


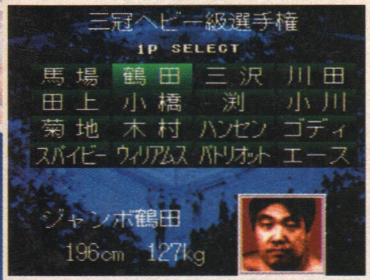


▲ Hey you freak! Quit sniffing my boots!

TLING

JAPAN
RO-WRESTLIN


FUGHI
9:56
KIMURA
ALL JAPAN PRO-WRESTLI



三冠ヘビー級選手権

1P SELECT

馬場	鶴田	三沢	川田
田上	小橋	渕	小川
菊地	木村	ハンセン	ゴディ
スパイビー	ウィリアムス	パトリオット	エース

ジャンボ鶴田

196cm 127kg

▲ Caption action

CART SPEC

JAPAN
全日本プロレス
PRO-WRESTL
© 1993 (株)ジャイアントサービス
© 1993 NCS

- **BY:** MASAYA
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** FIGHTING
- **CART SIZE:** 8 MEG

RATINGS

PRESENTATION

▲ Squillions of options.

▼ Nothing else at all.

71

GRAPHICS

▲ Good digitised portraits.

▼ Bad graphics everywhere else.

63

SOUND

▼ Dire "tunes" and "effects"..

52

PLAYABILITY

▲ Satisfyingly violent at first.

▼ But still absolutely crap.

40

LASTABILITY

▼ About one minute..

36

OVERALL

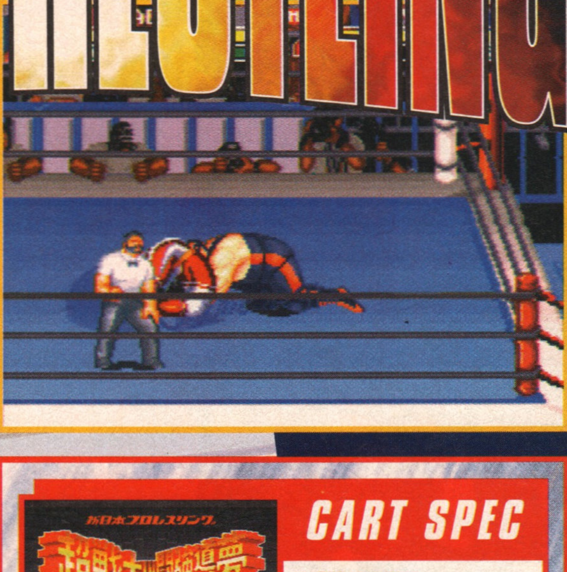
Another very poor effort which deserves shooting.

37

PRO WRESTLING

KIPPER OF COMMISERATION

KIPPER



CART SPEC

新日本プロレスリング
超戦士IN闘強導夢
TM
FANTASTIC STORY
★ GAME START
OPTION MODE

- **BY:** VARIE
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** FIGHTING
- **CART SIZE:** 8 MEG

RATINGS

PRESENTATION

▲ Plenty of options.

▼ Flip all else.

64

GRAPHICS

▲ Nice digitised portraits of wrestlers.

▼ And that's all folks.

70

SOUND

▼ Absolutely terrible tunes and effects.

53

PLAYABILITY

▲ Each wrestler has special moves.

▼ It's tedious and dull to play.

31

LASTABILITY

▲ Loads of challengers - and it's hard.

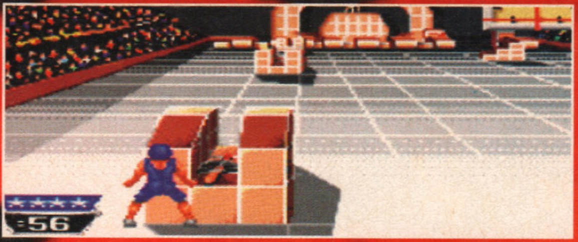
▼ Unfortunately, they still have a 'seen it.

36

OVERALL

Absolutely pitiful wrestling game not even worth 1p.

35



CART SPEC

AMERICAN GLADIATORS

- **BY:** GAMETEK
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** SPORT
- **CART SIZE:** 4 MEG

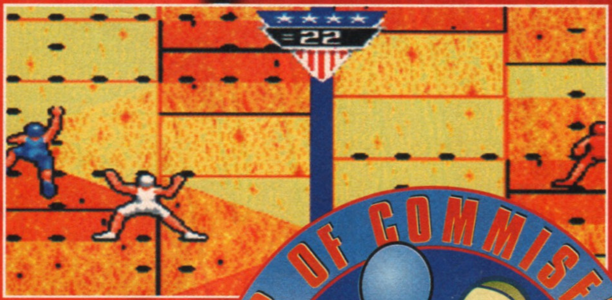
AMERICAN GLADIATORS

Take the good old Tommy show Gladiators. Add a couple of blokes with dodgy bleach-blonde perms. Take away the Gladiator equivalent of Chun-Li (you know, the one all the sad lonely people fancy) - Jet. What have you got? Why, American Gladiators, the show which “inspired” the popular Saturday evening programme on these shores.

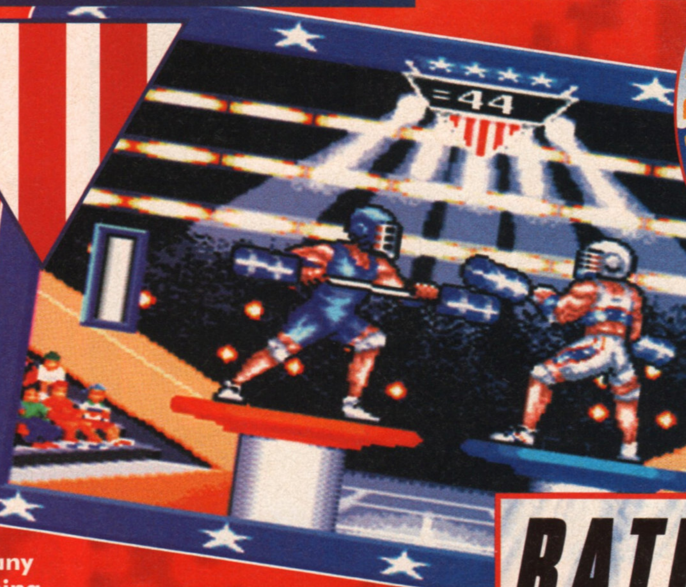
This game has actually been in the office for a little while now but what with a new series of Gladiators having just started up and everything we thought we’d best review it now.

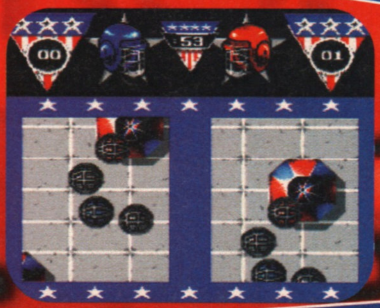
The Super NES version takes its cue from the numerous sub-games in the TV show. All your favourite events are here - the Atlaspheres, the Duel, the Shooting One, the Wall, Powerball and Human Cannonball. This last one isn’t in the UK series, so it’s unknown whether it will make it into any officially released product. Different combinations of buttons and directions are used in each event, from the simple use-D-pad-to-change-directions of Atlaspheres to the complex pick up and put down commands of Assault, which also utilises three different viewpoints. Should you complete all the events without, well, without turning the machine off basically, there’s no points requirement or anything, you get to compete in the mighty Eliminator - a true test of digit stamina. Eight separate mini-challenges form the ultimate test at the end of the game, although most of them just require you to hit the joypad buttons rapidly.

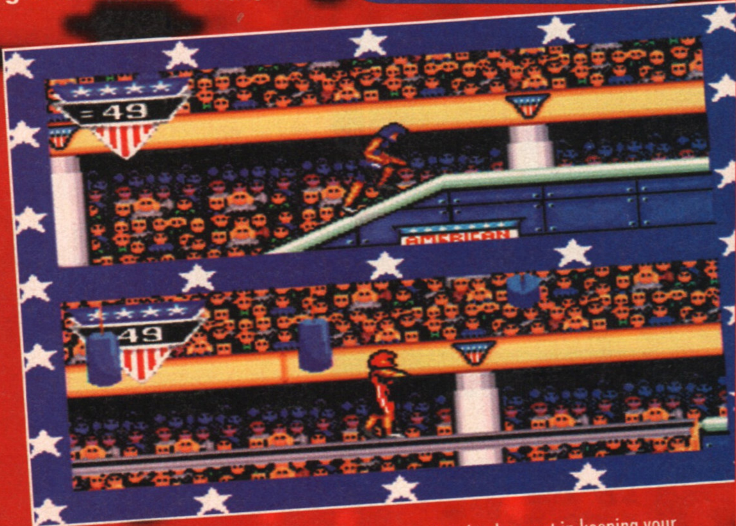
American Gladiators makes a nice change from the decathlon-type button bashers, but at the end of the day, button bashing is all there is to it. Yeah, the idea is quite novel, but the implementation is very sloppy. none of the events take any real skill to beat and it’s all pretty pointless. Not worth the cash I’m afraid, even if you’re the world’s biggest fan of Wolf, Hawk, Terry, Ironing Board, Biscuit Tin and the rest.



KIPPER OF COMMISERATION
KIPPER







Use your skill and judgement in keeping your Gladiator vertical in the special breathalyser round.

RATINGS

SUPER NINTENDO

PRESENTATION 64

- ▲ Lots of events and options.
- ▼ It’s not very impressive.

GRAPHICS 53

- ▲ Captures the feel of the show...
- ▼ ...Which means it’s flat and cheap.

SOUND 48

- ▲ Once again, captures the feel of the show
- ▼ Flat, cheap, etc...

PLAYABILITY 41

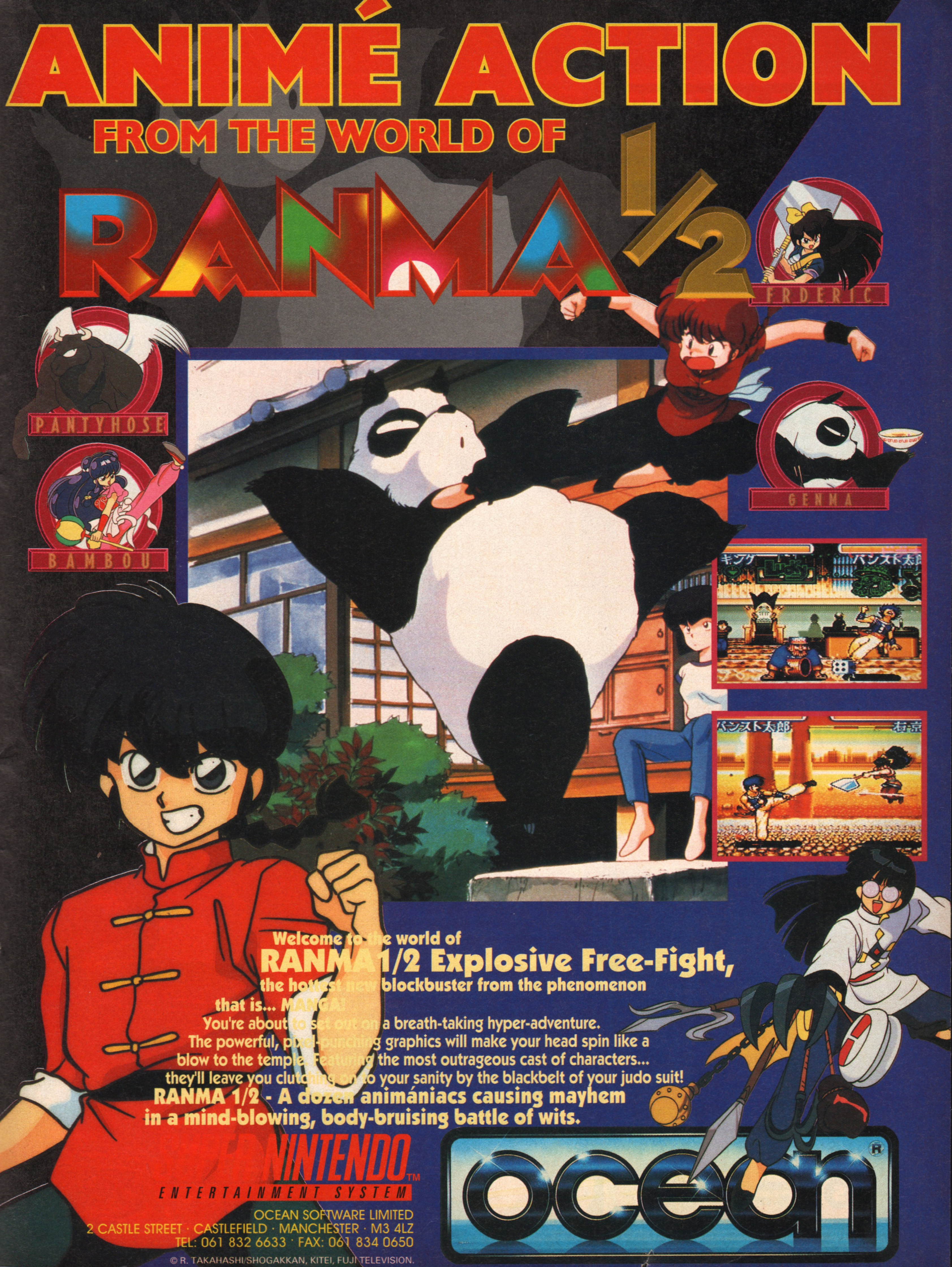
- ▲ Plenty variety for sure.
- ▼ But it’s no fun...

LASTABILITY 35

- ▼ And not worth bothering with.

OVERALL 38

Pap. Absolute flipping pap



ANIMÉ ACTION

FROM THE WORLD OF

RANMA 1/2

Welcome to the world of
RANMA1/2 Explosive Free-Fight,
the hottest new blockbuster from the phenomenon
that is... MANGA!
You're about to set out on a breath-taking hyper-adventure.
The powerful, pixel-punching graphics will make your head spin like a
blow to the temple. Featuring the most outrageous cast of characters...
they'll leave you clutching on to your sanity by the blackbelt of your judo suit!
RANMA 1/2 - A dozen animániacs causing mayhem
in a mind-blowing, body-bruising battle of wits.

SUPER NINTENDO™
ENTERTAINMENT SYSTEM

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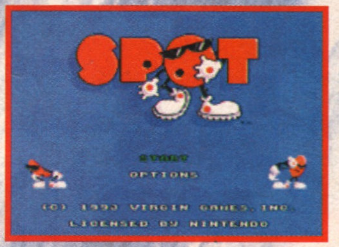
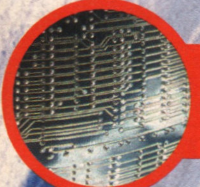


CART SPEC

- **BY:** VIRGIN
- **PRICE:** £TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Medium/Hard
- **CONTINUES:** Varies
- **RESPONSIVENESS:** Pretty okay
- **1ST DAY SCORE:** Complete second level
- **GAME ORIGIN:** Conversion of the Megadrive game featuring the character what advertises 7-Up in America.

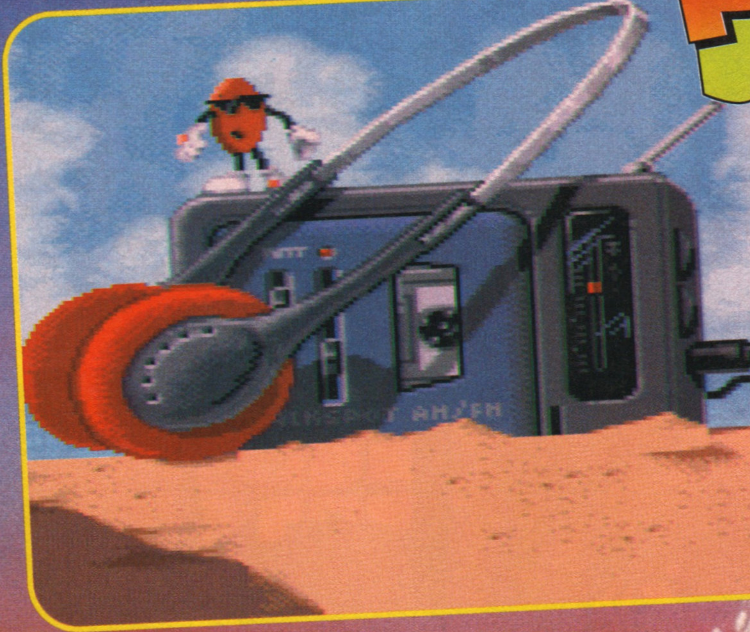
CONTROLS

- **HOW TO PLAY:** Guide your little red Spot through the many platform levels.

A	NOTHING
B	JUMP
X	NOTHING
Y	FIRE
L/R	L: NOTHING R: FIRE
S	START: PAUSE/UNPAUSE SELECT: NOTHING

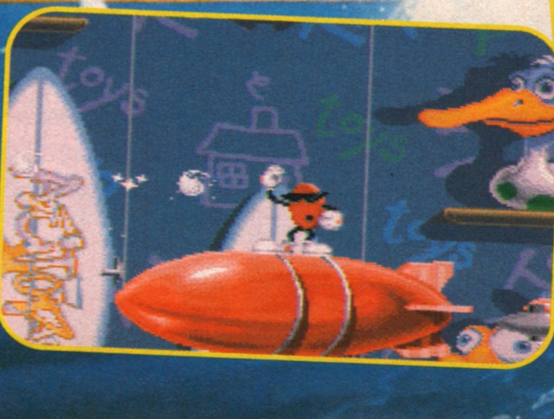
Zits. Pimples. Blackheads. Pizza face. Pus head. Just some of the pleasant terms that are all part and parcel of the wonderful world of acne. But wait - a saviour is here! An icon to end the embarrassment of the omelette-complexioned everywhere. Something cool, with a hip image and easily accessible without prescription. Yes, it's Clearasil. It gets rid of gammy pustules in no time at all and stops your face looking like Dresden.

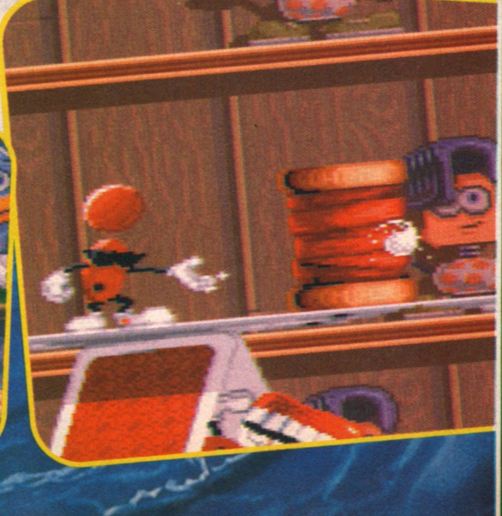
Unfortunately, not everyone shares the opinion that this is a great boon to humanity - especially hormone-loaded adolescents contemplating their first "romantic encounter." One such person is Cool Spot. Now, it's rather obvious why he would hold this verdict, for he is in fact a living plooker, and one application of Biactol would spell the end for the shades-wearing boil. As a result he has taken it on himself to wage a war on the manufacturers of Clearasil, single-handedly storming their big factory and putting them out of production forever - and it's your job to help him, by controlling him through the many platform stages of his game. Obviously because you'll have no spots at all and won't need Clearasil, because you're a hep cat NMS reader. Ahem.

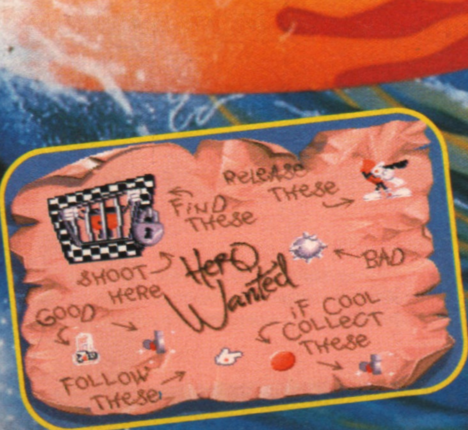


SHOOT ENEMIES

Being a platform game character, Cool has to have some form of attack to dispense with the nasties he meets on his travels. However, unlike the majority of characters of this nature, Spot's bottom is completely useless as an offensive weapon and so jumping on their heads is right out of the window. Luckily, Spot is used to advertise 7-Up in the United States, which gives him the perfect excuse to fire streams of bubbles from his begloved fingers. One quick blast of this effervescent artillery is usually enough to destroy any foe in your path.






Release These
Find These
Bad
Shoot Here
Hero Wanted
Good
If Cool Collect These
Follow These

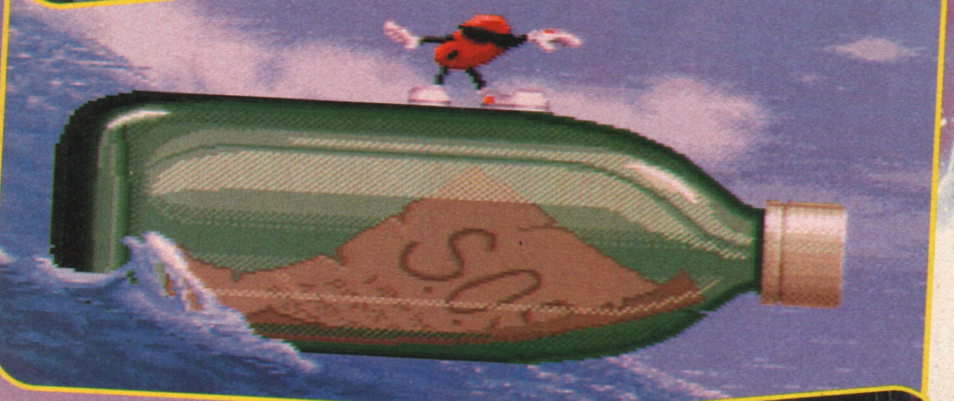
▲ Spare us ten pee for a cup of plankton mate?

REVIEW

SUPER NINTENDO ENTERTAINMENT SYSTEM

RESCUE YOUR PALS

Being a platform game character, Cool Spot also has to rescue his kidnapped friends whilst he's out on his mission. Each one is kept in a cage at the end of each level - probably to be experimented on by unscrupulous anti-acne laboratories. In order to free them, though, he has to be cool enough. Don't ask us what difference that makes, because we don't know. But anyway, around every level loads of little mini-spots are scattered. It's Cool's job to collect these. Every one he nabs increases his Coolometer by a little bit. Once he's cool enough it's fine for him to save his pal. As the game goes on, the percentage of cool Cool has to obtain becomes higher and higher, just to make things that little bit trickier.



▲ Oh no, I've just paid £400 for what looks suspiciously like an empty bottle of lemonade!

COMMENT

RAD

Cool Spot is a very polished platform game. The graphics are great and the animation is splendid. Everything has been thought out and planned neatly and a lot of work obviously went into the design. It's also as boring as chuff. There is absolutely nothing new on display here, it's just the most basic platform game I've seen in a long time. There's nothing to do, really. At least, nothing that'll get your pulse racing with excitement, especially seeing as it is so completely slow moving. Sure, it looks lovely, but there's no excuse for this kind of ultra-typical plain feat of blandness. You might glean some enjoyment from playing this, but not as much as you'd get from Mario Collection, Mr Nutz, Tiny Toons...

COMMENT

TIM

Well, I'm going to have to disagree with Rad a tad and say I think Cool Spot is actually pretty good. Graphically it's a bit of a treat, with huge attention paid to sprites, backgrounds and animation alike. Looking very round and rather red, Spot struts his stuff in fine style. This can fool you into thinking the game is slow, but Spotty travels such vast distances with a single stride that the action moves along at a fair old lick. It's all about timing, and once your brain has gotten used to the pattern it's fairly easy to complete some of the levels. That said, there's something a little special about Cool Spot which lifts it from the doldrums of platform wannabes. I think it's the originality and the extra touches, which spur you ever further on. Cool Spot's been around awhile on other formats, and if you haven't played it before you could do a lot worse than give this a spin. Good but not great.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	☐	☐	☐
ACTION	■	■	■	☐
CHALLENGE	■	■	■	☐
REFLEXES	■	■	☐	☐
ORIGINALITY	☐	☐	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	☐
DAY	■	■	☐	☐
WEEK	■	☐	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐

PRESENTATION 91

▲ Nice title screen and all very polished front end plus options.

GRAPHICS 86

▲ Lovely animation and detailed sprites.

▼ Backgrounds are a bit boring and the sprites are small.

SOUND 84

▲ All the usual funky tunes and effects this sort of game tends to have - plus a decent rendition of "Wipeout".

PLAYABILITY 74

▲ Smooth moving an fairly responsive, at least there's plenty to keep you busy.

▼ No originality at all and the action is rather slow-moving.

LASTABILITY 73

▲ It's a big enough game and packs a good challenge in hard mode.

▼ Sadly, you'll have no compulsion to play it through to the end.

OVERALL 80

A playable enough effort which has not a single fresh idea in it. Go for something a bit more inspiring instead.

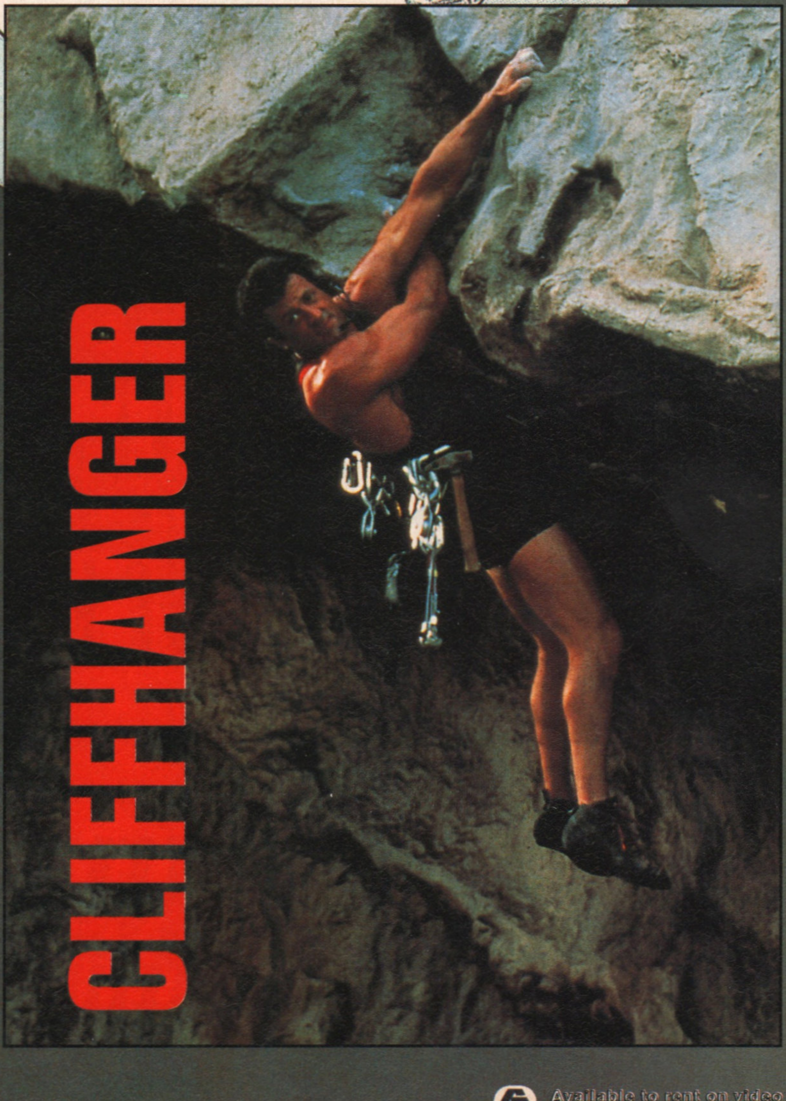
White knuckle action adventure – based on Stallone's blockbuster movie – Uzi toting thugs, rock slides and avalanches are just some of the challenges you face.

"...as action packed as the movie".
Frank O'Connor, editor of Total.

SONY
IMAGESOFT

MEGA DRIVE
GAME BOY
SUPER NINTENDO
AMIGA

HANG ON



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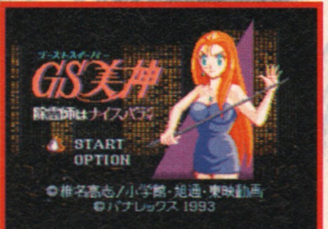
GUILD
Available to rent on video from December 22

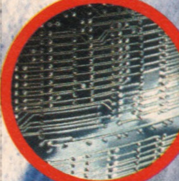
REVIEW

SUPER NINTENDO®
ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** BANALEX
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** JOYPAD
- **GAME DIFFICULTY:** QUITE EASY
- **CONTINUES:** INFINITE
- **RESPONSIVENESS:** SNAPPY
- **1ST DAY SCORE:** Complete the fourth mission.
- **GAME ORIGIN:** The Ghost Sweeper Angels are the stars of a popular Manga series in Japan.

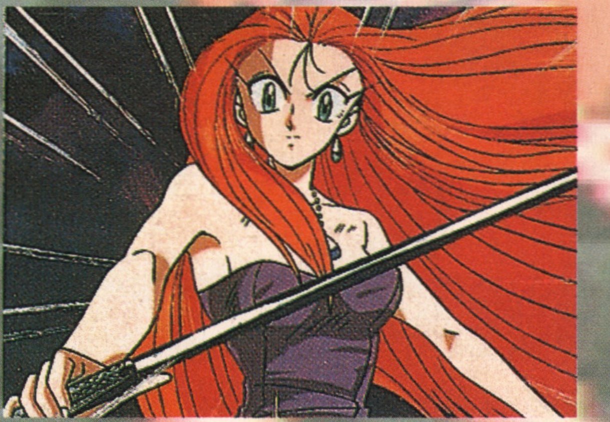
CONTROLS

- **HOW TO PLAY:** Lead the red-haired leader of the GS angels into battle against all manner of spectres and ghouls.

A	Employs magic.
B	Causes the Angel to jump.
X	Has no function.
Y	Swings the Wasabashi.
L/R	L: NO FUNCTION R: NO FUNCTION
S	START: PAUSES THE GAME SELECT: NO FUNCTION

GS AN

Hello, and welcome to Career Corner - a one-off NMS slot in which we aim to help you get off your lazy bed and do something worthwhile. The moral of today is *Choose the job that chooses you.* There's no use hankering after a career that simply doesn't want to know. You may consider yourself a comedian, but does anybody laugh at your lame repartee? A seemingly lucrative career as a master of Macrame is fine - for somebody who doesn't have trouble tying their own shoe-laces! Choose what is right for you! OK, here's an example. A red-haired girl and a blue-haired girl decide to set up a hairdressing business from home but all their clients wind up dead or possessed - sometimes even both! Terror-ific! In order to accommodate this rather macabre turn of events the girls switch the name of their agency from the *Great Stylist* Angels to *Ghost Sweeper* Angels and have never looked back - except, perhaps, to see who's following them.

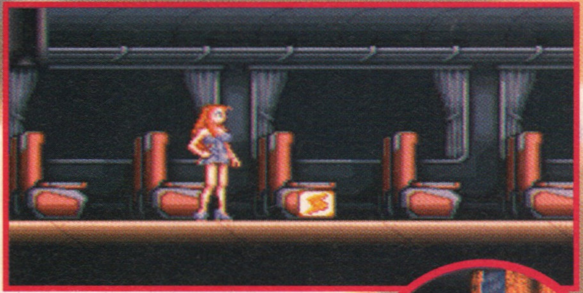


Career Corner has an employment simulator prepared to help people know what to expect from their first work placement. One person takes control of the red head in her first six clients and who knows what. She is given assignments and her success or failure depends entirely on the skill of her guide. The scenes are laid out in a typical, platform-type game format but we can still guarantee some surprises for anyone brave enough to take this hellish task on.

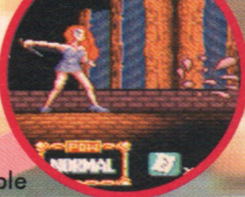
COMMENT

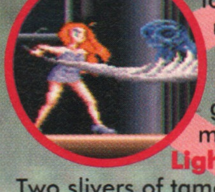
PAUL

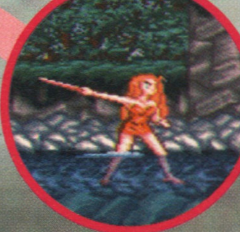
At first GS Angels appears to have nothing going for it at all. The graphics are rough, the music is a bit transparent and the gameplay is as obvious as my chin. Not until the player reaches the second boss do the game's ghostly qualities become rather more substantial. Though not brilliant, each mission's guardian offers some surprises and only a couple of them are easily beaten. Generally the game is very sad, however. It is stylish but the overall content is so deprived of anything striking it is impossible to imagine parting with a wad of tenners for so small a reward. The Japanese are sure to go crazy over this for a while because of the series' popularity over there. Meanwhile the more discerning gamers this side of the rising sun are advised to resist all temptation and to wait for something much better instead.



CUT AND BLOW







The red-head is armed with a specialist, ghost-busting sword. It is similar in style to the deadly Wasabashi Ninja sword only it is able to adopt one of three mystical states in order to deal with the dark side.

Fire Brand: A breath of holy fire gushes into the hearts of nightmares.

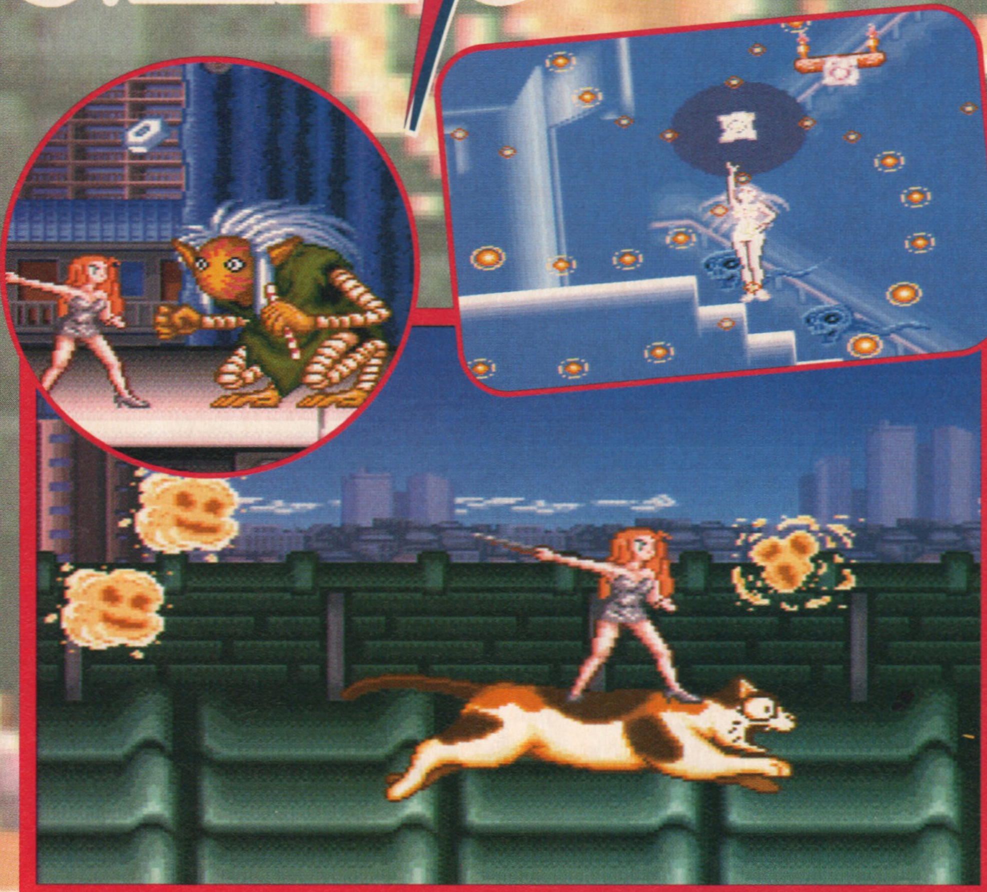
Lightning Bolt: Two slivers of tamed electrical energy sear through the foulest of shades.

Sonic Wave: A sound farewell to long-departed guests who still succeed in over-staying their welcome.

GELS

TRIM

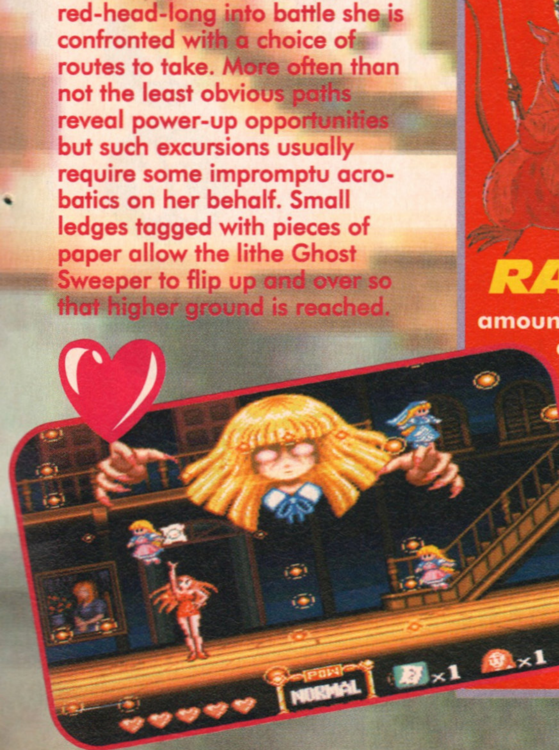
The third mission finds our heroine shrunken to the size of a mouse and, if the marauding birds aren't frightening enough, she is required to ride on a cat's back - a very dangerous and precarious business indeed. The cat paws along at speed with no regard for its passenger, bounding over and scampering under fences. The player's duty is to ensure the tiny traveller isn't clotheslined too often.



▲ Oo-er! The pop-corn's scary enough but what's spooking the mog, eh?

CURLERS

As the Angels' leader wanders red-head-long into battle she is confronted with a choice of routes to take. More often than not the least obvious paths reveal power-up opportunities but such excursions usually require some impromptu acrobatics on her behalf. Small ledges tagged with pieces of paper allow the lithe Ghost Sweeper to flip up and over so that higher ground is reached.



COMMENT

RAD

The words "poor", "man's" and "Castlevania" spring readily to mind when you think of GS Princess. It's not a bad game - quite enjoyable in fact. The trouble is that it's very simple, and very easy. The levels themselves don't provide too much in the way of danger, although there is a fair amount of variety between them so it doesn't get monotonous. The bosses are an entirely different kettle of fish, very challenging and original, and are deserving of a better game to put them in to be honest. If you're not very good at games, GS Princess is certainly your game - none too taxing and pleasurable to play. However, anyone who likes their platform/whip/supernatural adventures a little on the harder side would be advised for the forthcoming Castlevania V.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	□	□
ACTION	■	■	■	□
CHALLENGE	■	■	□	□
REFLEXES	■	■	■	□
ORIGINALITY	■	□	□	□

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	□
DAY	■	■	■	□
WEEK	■	■	□	□
MONTH	■	□	□	□
YEAR	■	□	□	□

PRESENTATION 76

▲ A generous offering of intermission sequences featuring the GS Angels' office activities. A pass-code system prevents the first levels from becoming a slog.

GRAPHICS 78

▲ The Manga style always works well for video-games. The sprites enemy sprites offer the occasional surprise but the bosses steal the show.

▼ A lack of special effects in the bulk of the game make for dull viewing.

SOUND 71

▼ Boring, functional tunes and standard sound effects. Nothing to shout about.

PLAYABILITY 79

▲ Strangely compelling due to the interest provided by the boss characters.

▼ Castlevania IV, Super Ghouls and Ghosts - even Joe and Mac have more to offer than GS Angels.

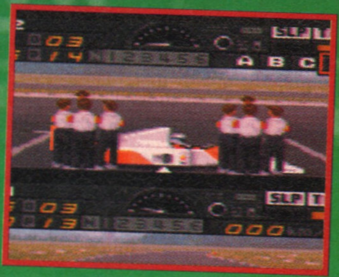
LASTABILITY 67

▲ With only two difficulty settings - easy and normal - and the inclusion of the pass-codes to help players along the game is beaten quickly and easily.

OVERALL 72

For its audience - armies of Anime and Manga fanatics - this game has a certain appeal. However its simplicity is disappointing in the long term.

F1 POLE POSITION



Baby's got a fast car. But is it fast enough to get us both outta here? Or so Tracy Chapman once "emoted". Mind you if she'd have shut her cakehole for a second she might have noticed that her "baby", the bloke that works in the local garage, was the owner of a rather natty Formula 1 car. So the answer is yes and no.

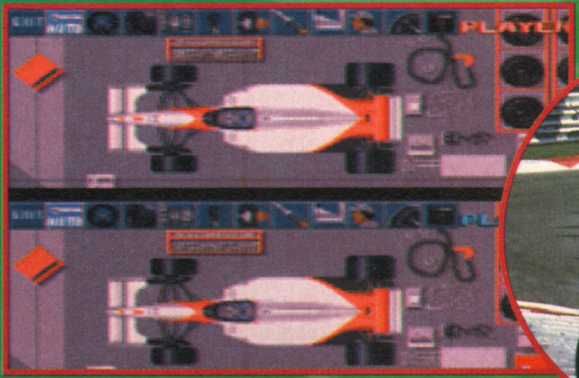
Yes the car is fast enough, but with only a single seat the chances of getting both her mechanic beau and the rather portly Ms Chapman "outta here" in the one trip are quite slim to say the least.

Still, the lad did the decent thing - left Trace sitting in the shed wailing to herself and sped off into the night to start a new life on the Formula 1 circuit.

This is where you come in. In order for your character to save himself from having to go back to our Trace he has to make his name in the F1 world. It's your job to steer him to victory in this latest racer to hit the Super NES.

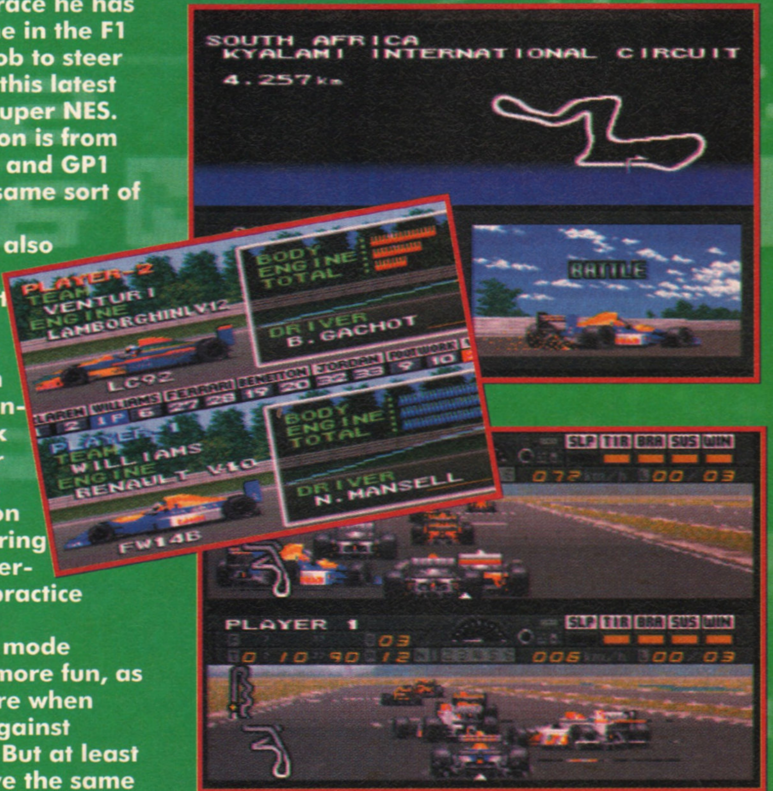
F1 Pole Position is from the Aguri Suzuki and GP1 stable, with the same sort of roads scrolling. Unfortunately, it also inherits the exceptionally soft steering which makes it difficult to take a hairpin bend without spinning off the track or losing all your speed. However, there is the option to tailor the steering to your own preference, so a little practice is needed.

In two player mode things are a lot more fun, as they generally are when you're playing against another human. But at least both players have the same corner/steer/crash/lose conundrum to contend with. If you're after a racer of this ilk, Nigel Mansell's is still the topmost, although there is no two-player mode, and this one isn't at all bad - in fact it's pretty good - but there are better racers available And Top Gear still reigns supreme.



CARS.CA-ARS.

The car you drive in Pole Position is eminently tweakable. There's a special setup screen which allows you to change the suspension, gear ratio, brakes, tyres and just about everything else of your car to suit your individual playing style. Sadly, the steering option doesn't make that much of a difference, and takes a lot of practice before you get the hang of it.



CART SPEC

F1 POLE POSITION
BATTLE

- **BY:** UBISOFT
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** RACING
- **CART SIZE:** 8 MEG

RATINGS

PRESENTATION 81

▲ Plenty of options, courses, intros etc.

▼ None of them are particularly well done.

GRAPHICS 82

▲ Nice attention to detail.

▼ But one lap's the same as another.

SOUND 76

▲ There's music and effects.

▼ Plus a droney old engine noise.

PLAYABILITY 81

▲ Very tweakable car, so you can make it suit your playing style.

LASTABILITY 80

▲ It's a long and challenging game.

▼ Not fun enough to last in one-player.

OVERALL 81

A good enough game, but still only slightly above average.

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GAME BOY
pinball
DREAMS
GAMETEK

Brilliant - **Amazing** - **Lightning Fast** Pinball is back in fashion in a big way and for some it is the original and only true form of arcade entertainment.

The tables are awesome and the pressure intense as you try and try to beat the high score. Heralded as the only pinball game worth playing on the Game Boy, Pinball Dreams is the ultimate high speed thrill.

TESSERAE

Nintendo
GAME BOY
TESSERAE
GAMETEK

"Easy to play, but difficult to master", Tesserae consists of a variety of mosaic tile patterns which have to be cleared by flipping one tile over another in a series of either vertical, horizontal or diagonal moves. Strategically plan your moves to find the fastest and easiest way to clear the board without flipping out.

PROPHECY
VIKING CHILD

Nintendo
GAME BOY
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PROPHECY
VIKING CHILD
LICENSED BY Nintendo
GAMETEK

Take on the role of young Brian. Hack and slay your way past hundreds of weird and wonderful adversaries as you strive to track down and defeat the 8 bloodthirsty apprentices of Loki. Your quest will take you through 8 terrifying worlds which contain unknown villages, strange forests and boiling lava fields.

Numerous lethal traps are scattered around the terrain to thwart your foreseen quest.

the HUMANS

Nintendo
GAME BOY
the HUMANS
GAMETEK
Nintendo

Take yourself back in time to the Stone Age where many a Neanderthal Nerd lived together in tribes.

Intelligence was bottom of the evolutionary list and boy did it show!!!
In a naive struggle against extinction, THE HUMANS had to work as a team to discover fire, weapons, the wheel and solve all number of problems in everyday life.

Finish the levels with as many of your tribesmen intact as is HUMAN-ly possible.

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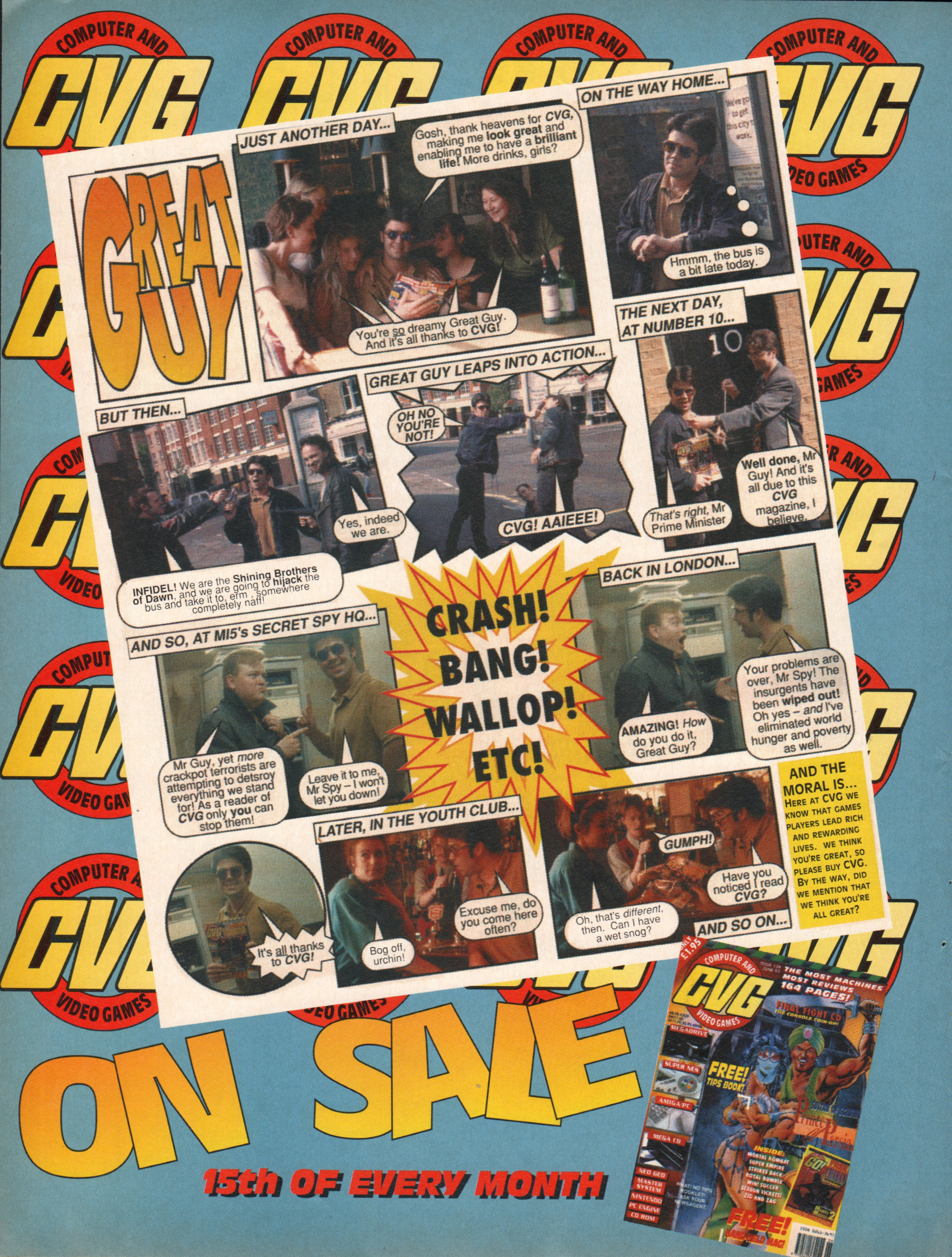
GREAT GUY
JUST ANOTHER DAY...
Gosh, thank heavens for CVG, making me look great and enabling me to have a brilliant life! More drinks, girls?
You're so dreamy Great Guy. And it's all thanks to CVG!
ON THE WAY HOME...
Hmmm, the bus is a bit late today.
We've got to get this city to work.
BUT THEN...
Yes, indeed we are.
INFIDEL! We are the Shining Brothers of Dawn, and we are going to hijack the bus and take it to, erm, somewhere completely naff!
GREAT GUY LEAPS INTO ACTION...
OH NO YOU'RE NOT!
CVG! AAIEEE!
THE NEXT DAY, AT NUMBER 10...
10
That's right, Mr Prime Minister
Well done, Mr Guy! And it's all due to this CVG magazine, I believe.
AND SO, AT MI5's SECRET SPY HQ...
Mr Guy, yet more crackpot terrorists are attempting to detsroy everything we stand for! As a reader of CVG only you can stop them!
Leave it to me, Mr Spy – I won't let you down!
CRASH! BANG! WALLOP! ETC!
BACK IN LONDON...
AMAZING! How do you do it, Great Guy?
Your problems are over, Mr Spy! The insurgents have been wiped out! Oh yes – and I've eliminated world hunger and poverty as well.
LATER, IN THE YOUTH CLUB...
It's all thanks to CVG!
Excuse me, do you come here often?
Bog off, urchin!
GUMPH!
Have you noticed I read CVG?
Oh, that's different, then. Can I have a wet snog?
AND SO ON...
AND THE MORAL IS...
HERE AT CVG WE KNOW THAT GAMES PLAYERS LEAD RICH AND REWARDING LIVES. WE THINK YOU'RE GREAT, SO PLEASE BUY CVG. BY THE WAY, DID WE MENTION THAT WE THINK YOU'RE ALL GREAT?
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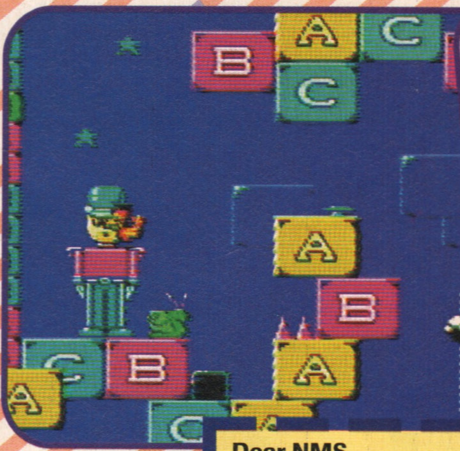
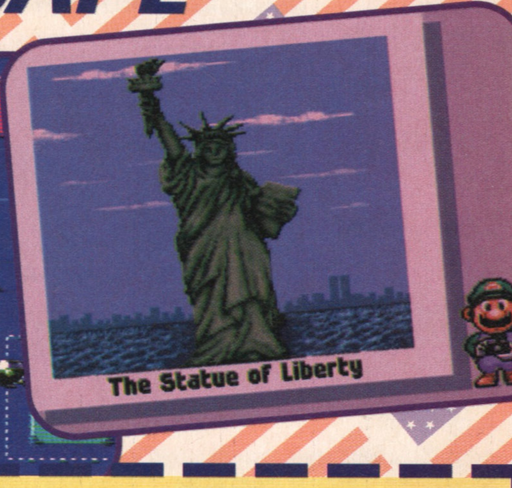
WIN!

A VIP TRIP TO NINTENDO USA! COURTESY OF MINDSCAPE





GREAT COMPO COUP? NOT 'ALF!

When we run a competition here at NMS Towers, we don't do it by halves! We go the whole hog, and then some. However, this competition seems set to achieve some sort of record. What kind of prize could possibly do this, I hear you gasp. (Unless you were smart and had already read the headline, in which case you'd know). Well, how does a fabulous trip to NINTENDO OF AMERICA grab you?

Yes, the fine folks at Mindscape are feeling a bit flush after the success of Alfred Chicken and Mario Is Missing, so they've put up this most awesome prize in conjunction with Nintendo themselves. It sounds too good to be true, but indeed it is: one lucky NMS reader will be whisked away to sunny Redmond in Seattle for an expenses-paid long weekend at the stateside Nintendo HQ. It's the place every self-respecting Nintendo player wants to go, and the only way you'll get there is through this exclusive NMS competition!

While our winner is there, he or she will be challenged to the odd game with Nintendo's Game Play Counsellors (the American equivalent of the Hotliners) and generally have a good rummage around the Top Secret Games Drawer for a gander at a few of the secrets. Sound good? Well, there are a few catches. First: you've got to answer a few tricky questions - we've made them tough because this is an awesome compo after all! Second: if you're aged under 18, you must be accompanied by a parent or guardian. Third: you'll probably be escorted by one of the NMS team! Bah! Well maybe if it's Andy you can lose him in the corridors or get him talking about coal mines or something. Anyway, just fill in the answers on the entry form, remember to add your own name, address and age, cut it out (important) and fire it off to: HOW COME NMS GETS ALL THE BEST COMPETITIONS? AH, WHO CARES WHEN I CAN GO TO NINTENDO OF AMERICA? NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. Closing date for entries is January 24, and we'll print the winner's name in the next available magazine. Get moving!

Dear NMS,

I want a good look round Nintendo's secret vaults, so here are my answers to your darned tricky questions:

1. In what Japanese city is Nintendo's World Headquarters located?
a) Tokyo. b) Kyoto. c) Nintendoville.

2. What other entertainment item is Nintendo famous for manufacturing?
a) Playing cards. b)Small electric dishwashers. c) Plastic bow ties.

3. In what city is Nintendo of America located?
a) Seattle. b) New York. c) Miami.

4. What is the title given to Nintendo professional players who assist callers stuck playing a game?
a) Game Play Counsellors. b) District Counsellors c) Counsellors for the prosecution.

5. On the day the competition winner is chosen Tim Boone will be wearing what colour undercrackers?
a) White. b) Blue. c) His Multicoloured Mario pants.

6. Who is the star of Mario Is Missing?
a) Mario. b) Luigi. c) Keith

MY NAME IS:

MY ADDRESS IS:

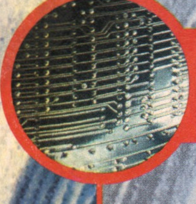
MY AGE IS:

SMALL PRINT: All the usual NMS competition rules apply, which means anyone can enter as many times as they like provided they've got nothing to do with Nintendo, Mindscape or EMAP Images. The Editor's decision is final and there is no cash alternative to the prize on offer. As usual, anyone who phones up to find out whether they've won will be disqualified on the spot and yes Bobby, this is another one you're not allowed to enter.

SUPER STAR
EMPIRE
STRIKES BACK
WARS

CART SPEC

- **BY:** JVC
- **PRICE:** TBA
- **RELEASE:** JANUARY
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 16 MEG



GAME INFO

- **PLAYERS:** 1
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Not too easy
- **CONTINUES:** Password
- **RESPONSIVENESS:** Not right good
- **1ST DAY SCORE:** Did'nt throw it out the window
- **GAME ORIGIN:** Based upon a top film!

CONTROLS

- **HOW TO PLAY:** Guide Luke/Han/Chewie through umpteen levels of Star Wars similarities. Yawnnnn!

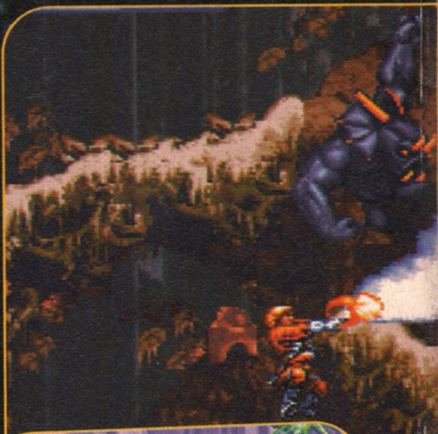
A	JUMP
B	ATTACK
X	CHANGE WEAPON
Y	USE FORCE POWER
L/R	L: SELECT FORCE R: SELECT FORCE
S	START: STARTS/PAUSES SELECT: NO FUNCTION

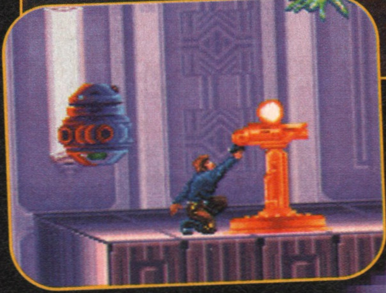
SUPER THE EMPIRE STRIKES BACK

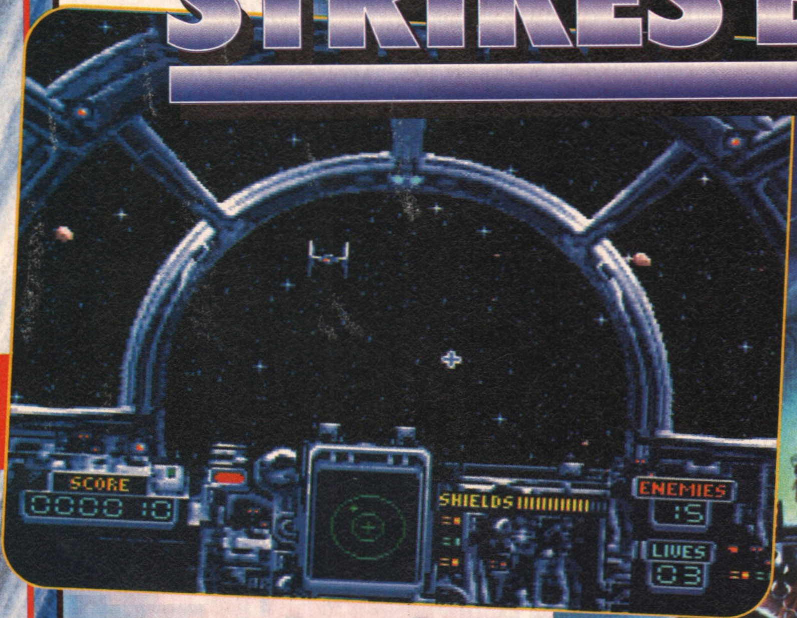
Who'd have thought the mild, gentlemanly sport of cricket could be responsible for an intergalactic war? The sport where no-one even breaks into a sweat, let alone raises their voice, has a reputation of being one of the softest games in the world. However, one single fateful three-day test was wholly responsible for a conflict spanning the vast entirety of space.

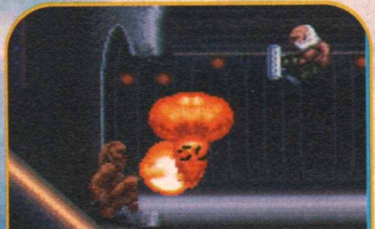
It all started one Sunday, when the teams of the Under Slapbottom cricket league met for their regular pre-lunch innings. Ken Keithkins was in to bat against crack bowler Alan Barrysmith the milkman. A controversial LBW decision spelt disaster as fiery-tempered Keithkins the newsagent THUMPED the ground with his bat, SHOUTED arguments at the umpire and finally KICKED the bails over.

This was far too much for the short-fused regulator, The High Emperor of Evilness, who immediately called in his legions of stormtroopers to destroy the Rebel scum. Yes - the Umpire Strikes Back! (©Absolutely Crap Intros Plc, Radio Automatic 1993).

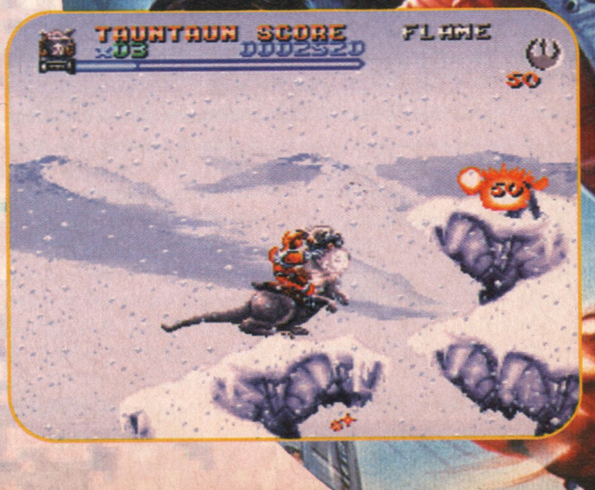






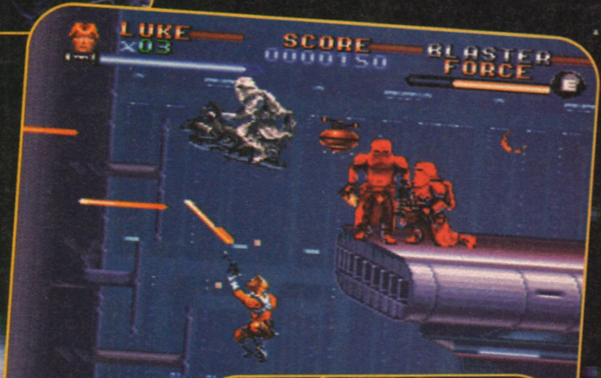


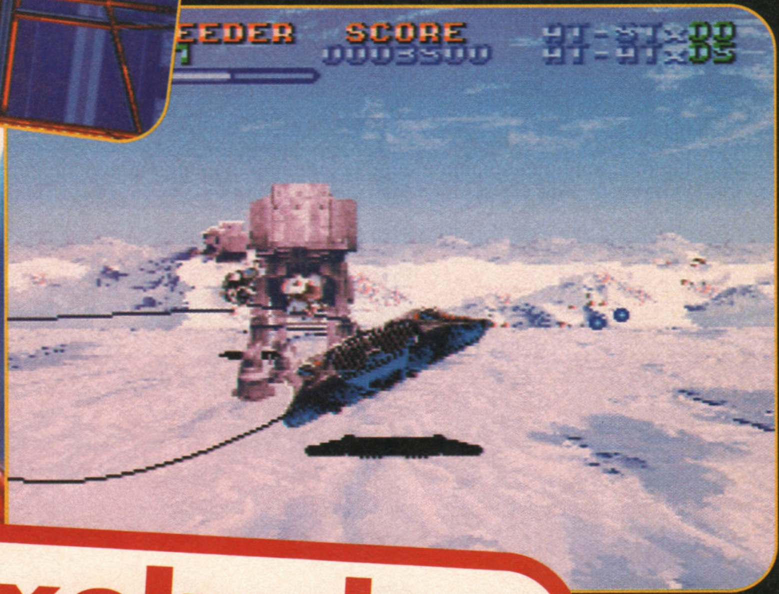
▲ This is the fun part of the game where, as Chewbacca, you get to wreak your revenge on Santa Claus for all the times he brought you fuzzy felts instead of a shiny new Super NES.



THAT IS WHY YOU FAIL

In true Super Star Wars style, Super Empire Strikes Back features a number of behind-the-craft flying sequences. First off is Luke's Snow Speeder battles against the evil jet biking Stormtroopers (not in the film) and vile AT-AT Walkers (they were in the film though), using only your trusty lasers and (as seen in the film, funnily enough) your tow cable to topple the might AT-ATs. The next sequence has Luke piloting his X-Wing towards Bespin Cloud City, battling it out with the Twin-Pod Cloud Cars attempting to foil his landing attempts. Destroy enough of these blighters and a safe touchdown is assured. In these sections, regular aircraft-style control are used, with up being down and down being up. But left and right are still the same.





A PRESENCE I'VE NOT SMELT SINCE...

The characters in the game have certain advantages over their celluloid counterparts. Mind you, this is a pretty good thing, as you have to play the game - whereas you just watched the flick and everything sorted itself out with no help from the observer. In true platform style, shooting enemies in Empire Strikes Back encourages them to drop power-ups. Grab these little icons and the following neato effects can be yours.

POINTS MULTIPLIER: Nab this and get a points bonus at the end of the level. The more of these icons you steal, the more multiplied your score is.This is obviously the icon for highscore-types.

WEAPON POWER: These lovely fellows up the power of your chosen combat instrument. Well, in fact they up the power of *their* chosen combat instrument, dictated by the little picture of the icon.

SHIELDS: Stop those pesky Imperial forces/sceneries from damaging your little bloke by collecting these temporary shields. It's easy to tell when they're running out because they begin to fade and falter, so you'll know to start being careful again.

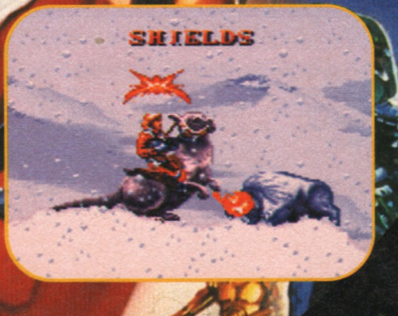
LITTLE HEARTS: These tiny chaps replenish a little bit of your energy bar, thus healing a small amount of damage you have have incurred.

BIG HEARTS: These Arthur Askey-esque icons act in the same way as little hearts, but they replenish far more of your Space Opera-type's energy bar.

HEALTH SWORD: Acts in a similar way to the hearts, but actually extends the length (and girth) of your energy bar - represented on screen by a light sabre. Wow!

Exclusive®

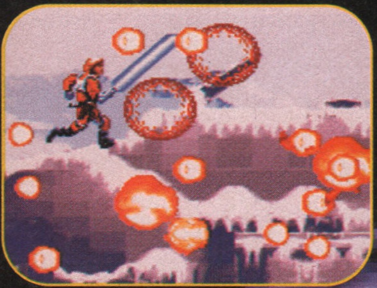
▼ Witness the terrible carnage as Luke, safe behind his newly-acquired shield, blasts the living [illegible] out of the local wildlife. What a nice [illegible] man he is, eh readers!

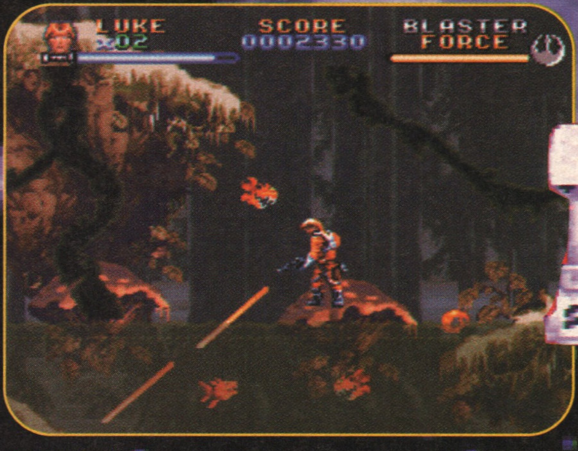


LUKE
x00
SCORE
0006780
SABER
FORCE

HE'S MORE MACHINE NOW

As well as rear-view flight sequences, there are also a couple of other flying levels in Super Empire Strikes Back. First up is another Snow Speeder section, which sees Luke zooming towards the last AT-AT walker in a desperate last ditch try at destroying it with his bare hands. This bit is viewed side on, and, as well as Jet Bikes, pits Luke against Jet Packing Stormtroopers too. Send this Walker to Boot Hill and the player enters another flight stage, this time with a cockpit view. The Millennium Falcon has to negotiate an asteroid field, but as well as blasting the asteroids heading your way, you also have to destroy a set number of TIE Fighters which have rashly followed you. Regular up and down controls are used here, which makes it a bit confusing after the reversed-control mayhem of the previous airborne level.





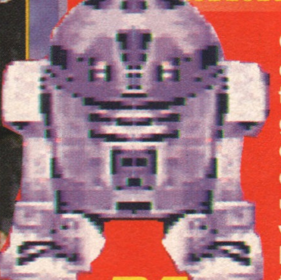
▲ Gah! Caught short in the middle of an alien beast assault. I really must do something about that prostate.

COMMENT

TIM

For my money, Empire Strikes Back was far and away the best of the movie trilogy (and, it turns out the only one not directed by George Lucas - so there you go). Sadly, the same cannot be said for the game because Super Star Wars is much, much better. It's true that Empire follows very much in the same vein, but something seems to have gone astray: the control system just isn't as responsive and natural as it should be, and the result is that the game can sometimes prove frustrating. Of course it's supposed to be tough, but when your character just doesn't respond properly you begin to get annoyed and forget the excellent graphics and sound which generally litter the game. Empire is very similar to Super Star Wars - maybe a tad too similar - and this would have been easily forgiveable if the same care and attention had been lavished on the control system as the rest of the game. There are so many good things to say about Super Empire it's such a shame that this deep flaw exists, but there you are. Die-hard Star Wars fans will probably love it regardless...

COMMENT



RAD

Converting a whole film trilogy, especially one as spectacular and well-known as the Star Wars series, to console is a rather ambitious task. However, JVC managed to pull off the first instalment fairly well. Sadly, they've played it a bit too safe with the sequel and stuck to the same formula. By this, I don't just mean platforms-with-flying-bits, I mean almost exactly the same levels. The one-man assault on the AT-AT is eerily reminiscent of the Sandcrawler level in Super Star Wars, with the struggle to the reach the entrance at the top first of all, and then the multi-level battle once inside. The Snow Speeder section is too much like the Land Speeder level for comfort, and so on. Sadly, this isn't all that's wrong with the game. The controls are unresponsive, and the action slows down dreadfully when there's a lot going on on-screen. Things don't seem solid enough, and everything is just that little bit too jerky for my liking. Even if you liked Super Star Wars you probably won't like this. If you haven't got the first instalment, get that instead.

COPYWRITE NOTICE: Super Empire Strikes Back © 1993 LucasArts Entertainment Company. Star Wars is a registered trademark of Lucasfilm Ltd. All rights reserved. Used under authorisation.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	☐	☐	☐
ACTION	■	■	■	■
CHALLENGE	■	■	■	☐
REFLEXES	■	■	■	☐
ORIGINALITY	☐	☐	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	☐
DAY	■	☐	☐	☐
WEEK	■	☐	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐

PRESENTATION 82

▲ Lots of digitised stills and things between levels and atmospheric touches. Plus plenty options and a password system.

▼ Digitised stills aren't really that hot.

GRAPHICS 79

▲ Still sprites can actually look alright, nicely detailed and what have you.

▼ Sadly, the jerky animation means you can't really focus on anything.

SOUND 77

▲ All the films tunes and effects are reproduced here...

▼ But not as well as they could have been.

PLAYABILITY 68

▲ Plenty of action for all you would-be Jedi Knights.

▼ Sloppy controls and predictable levels.

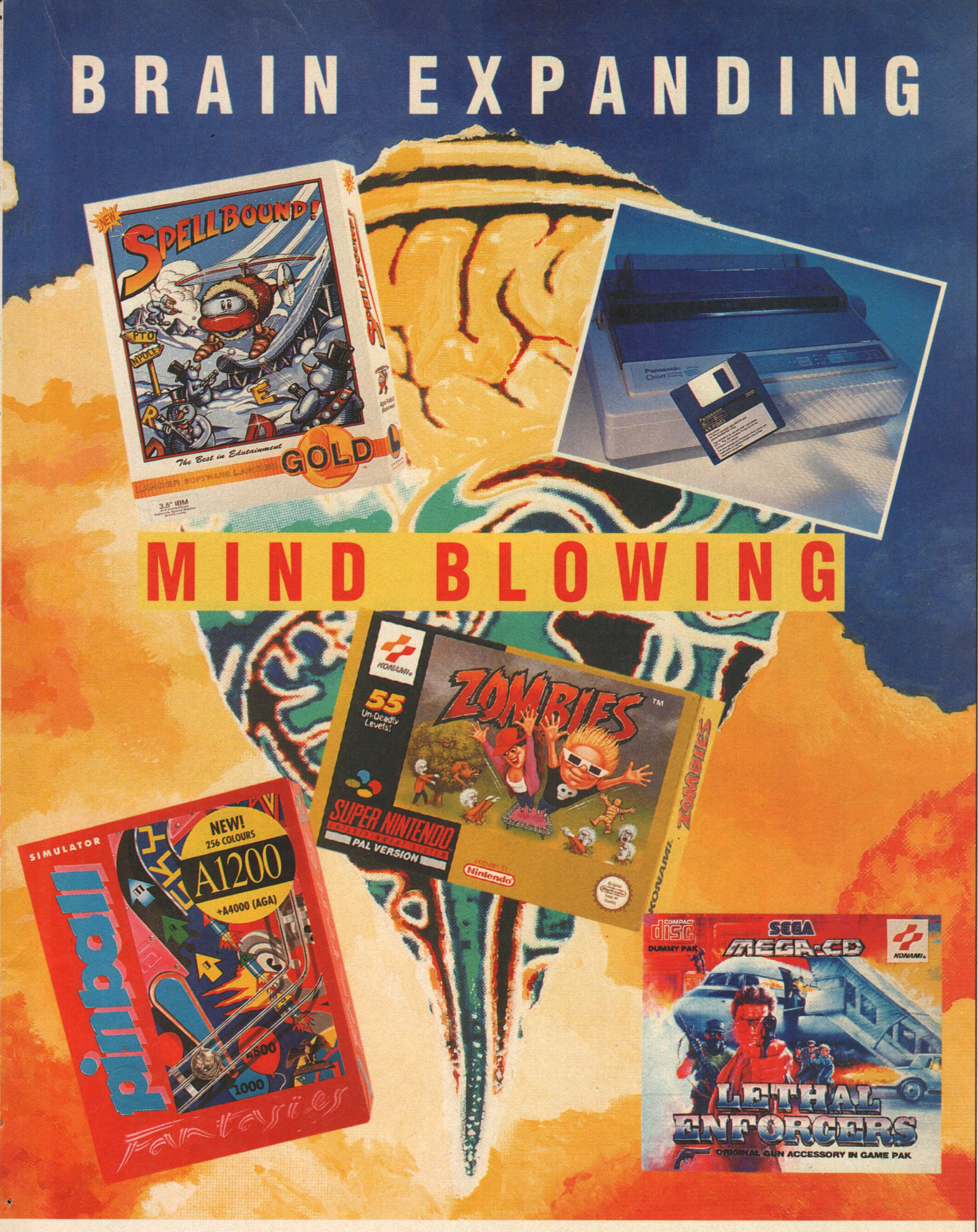
LASTABILITY 66

▲ It's very big indeed, and nicely challenging in Hard mode.

▼ But there's a password system, which makes it easier, and you may not have the inkling to complete it.

OVERALL 83

Potentially great, but flawed by the controls.



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Games Master, October 1993, 91%.

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Games Master, November 1993, 93%.

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Exmouth Computers, 7-9 Exeter Road,
Exmouth (0395 264593)

Bits N Bytes, 8-12 Dial Lane, **Ipswich** (0473 233678)

Computer Plus, 14 Scarrots Lane, Newport,
Isle of Wight (0983 821222)

Computer Cavern, 9 Dean Street,
Marlow (0628 891022)

One Step Beyond, 9/11 Bedford Street,
Norwich (0603 616373)

Joysticks, 2 The Centre,
Weston-Super-Mare (0934 644527)

MIDLANDS

Comtazia Gamestore, The Shopping Mall, Merryhill Centre,
Brierley Hill (0384 261698)

Comtazia Gamestore, Unit 25, Beechwood Place,
123 High Street, **Cheltenham** (0242 252767)

Grantham Computer Centre, 1 Michelan House,
Guildhall Street, **Grantham** (0476 76994)

Software Superstore, 11 Market Square Arcade,
Hanley (0782 268620)

Bits & Bytes, Unit 5, St Peters Lane,
Leicester (0533 513372)

T.M.J. Computer Software, 39a Station Road, Desborough,
Northants (0536 762713)

Comtazia Gamestore, The Arcade,
Walsall (0922 614346)

Comtazia Gamestore, 8 Mealcheapen Street,
Worcester (0905 723777)

NORTH

Vudata, 203 Stamford Street,
Ashton-under-Lyme (061 3390326)

Cave Distribution, 1 Slater Street,
Barrow-in-Furness (0229 829109)

Microsnips, 25-29 Grange Road West,
Birkenhead (051 6500501)

Bolton Computer Centre,148-150 Chorley Old Road,
Bolton (0204 31058)

Software Superstore, Unit 23 Shipgates Centre, Mealhouse Lane,
Bolton (0204 365851)

Computers Galore, 14 Corporation Street,
Dewsbury (0924 451973)

Gizmo,50 Southgate, **Halifax**(0422 355079)

Pudsey Computer Shop, 161 Richardshaw Lane, Pudsey,
Leeds (0532 360650)

Tim's Megastore, 29/31 Sunderland Street,
Macclesfield (0625 434118)

Vudata, 44 St Petersgate, **Stockport** (061 477 6739)

North Notts Computer Centre, 23 Outram Street,
Sutton-in-Ashfield (0623 556686)

Software Superstore, Unit 7 The Courtyard, 50 Horsemarket Street
Warrington (0925 232047)

SGM Electronics, 54 Wigan lane, **Wigan** (0942 321435)

Software Superstore, 8 Golborne Gallery, The Galleries,
Wigan (0942 826956)

NORTHERN IRELAND

Computer Solutions, Unit 19 Buttercrane Centre,
Newry (0693 250005)

DMA Computing, Wrights Arcade, Frances Street,
Newtownards (0247 820480)

SCOTLAND

Moray Business and Computer Centre, 20 Commerce Street,
Elgin (0343 552000)

Game Masters, 9 Albert Place, Leithwalk,
Edinburgh (031 5533215)

Game Masters, 95-97 Saltmarket,
Glasgow (0383 822989)

Dragon Games Centre, 16 Links Street,
Kircaldy (0592 643311)

WALES

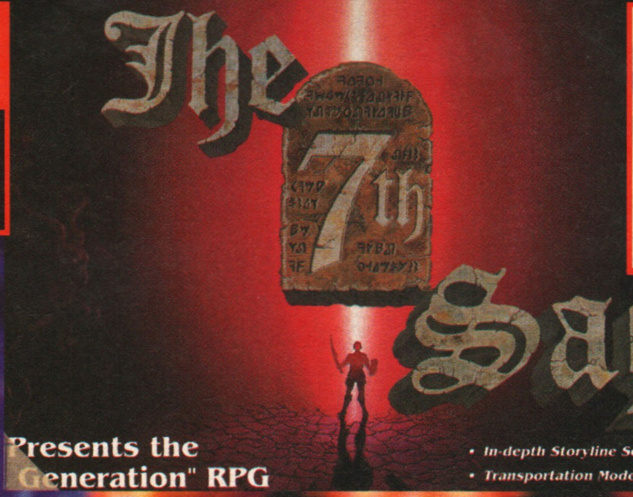
Computer Supercentre, Glamorgan House, 15 David Street,
Cardiff (0222 390286)

MCB Computing, 24 Mill Lane, Buckley,
Clwyd (0244 544063)

Computability, 35 Bethcar Street, **Ebbw Vale** (0495 301651)

Soft Centre, 28-30 The Parade, Cwmbran Town Centre,
Cwmbran (0633 868131)

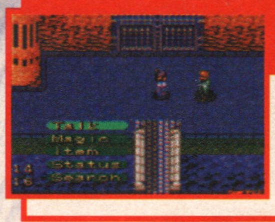
Antron Computers, 10 Orchard Street,
Swansea (0792 646664)


The 7th Saga
Presents the
Generation" RPG
• In-depth Storyline Set in Another World
• Transportation Modes Never Seen Before

As a loyal subject of King Lemele the responsibility of Ticondera is about to fall on the shoulders of a Tetujin; the sturdy frame of a Dwarf; linger around the horns of a Demon or rest assured in the heart of a valiant human. A fellow Human, Elf and an Alien also volunteer their services. Each possess unique strengths and weaknesses. Once the player selects a suitable hero the whole gang gather before the King and are given a crystal ball. This object oversees large areas of Ticondera and relates this information back to the player. Most importantly the ball reveals the whereabouts of seven ancient Runes, the bearer of which is given power over all the world.

For the the most part the player's time is occupied scouring the various villages for clues concerning the runes, gleaning information from and enlisting the help of prominent characters whose special abilities can prove invaluable. Towns are also home to various shops and other specialist buildings where a player finds items or services that assist their chosen character. 7th Saga's style of play falls somewhere between Zelda III and Final Fantasy II, only the exploration element is never quite so absorbing nor the battles as involved. Enix's American division appear to have examined the mechanics that make the most popular RPG's tick, followed the direction of many but have unwittingly managed to sidestep the intrigue. Players rarely encounter situations requiring too much thought and, outside of the problematic battle situations, the gameplay is very much a case of following directions along a path that is fairly obvious anyway. Lacking the character and atmosphere of the classics, 7th Saga is recommended to gamers who only adore RPGs/Adventures.

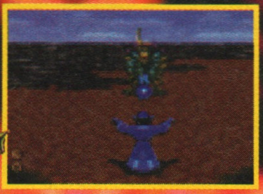
CART SPEC

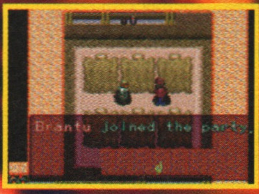


- **BY:** ENIX
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** RPG
- **CART SIZE:** 8 MEG

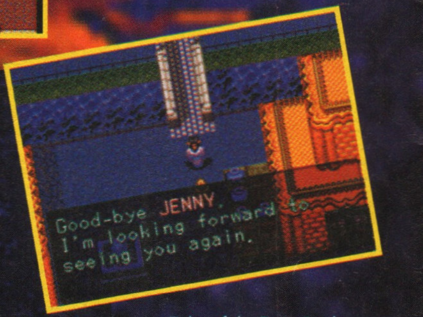
EYE TO EYE CONTACT

Battle sequences are viewed from behind the player's character(s). Confrontations provide the player with six options - one of which is running away! Aside from this players choose to defend, attack; use magic or a specialist item. It is also possible check on the status of the characters in use and decide who's best at handling the situation.



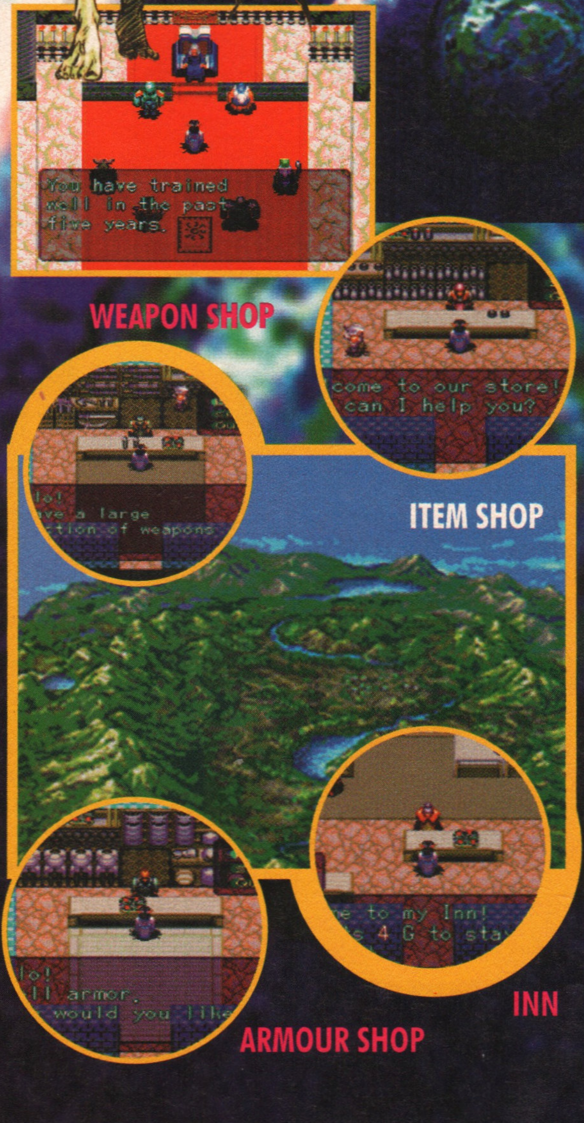


Brantu joined the party.



Good-bye JENNY, I'm looking forward to seeing you again.

▲ Tales of the River Bank.



You have trained well in the past five years.

come to our store! can I help you?

lo! ave a large ction of weapons

e to my Inn! s 4 G to sta

lo! ll armor, would you like

RATINGS

PRESENTATION

▲ Of a high standard typical of Enix.

82

GRAPHICS

▲ Bright and cheery or dark and moody.
▼ The combat scenes look poor.

84

SOUND

▲ All music blends well with the action.
▼ Nothing memorable.

78

PLAYABILITY

▲ A good mix of action and adventure.
▼ The theme isn't too compelling.

78

LASTABILITY

▲ Different characters make Ticondera worth revisiting.

81

OVERALL

A competent adventure with a few points of interest. 7th Saga lacks originality and isn't overly exciting due to its tried and tested approach.

80

"DID SOMEONE SAY ACTION?"
LAST ACTION HERO
PSYGNOSIS
SONY IMAGESOFT
MEGA DRIVE
GAME BOY
SUPER NINTENDO ENTERTAINMENT SYSTEM
AMIGA

Based on the Columbia Pictures' hit film– it could be the best action adventure game ever–

"Dim the lights, pick up your joypad aaaand...Action!".

Steve Shields, Mega Machines.

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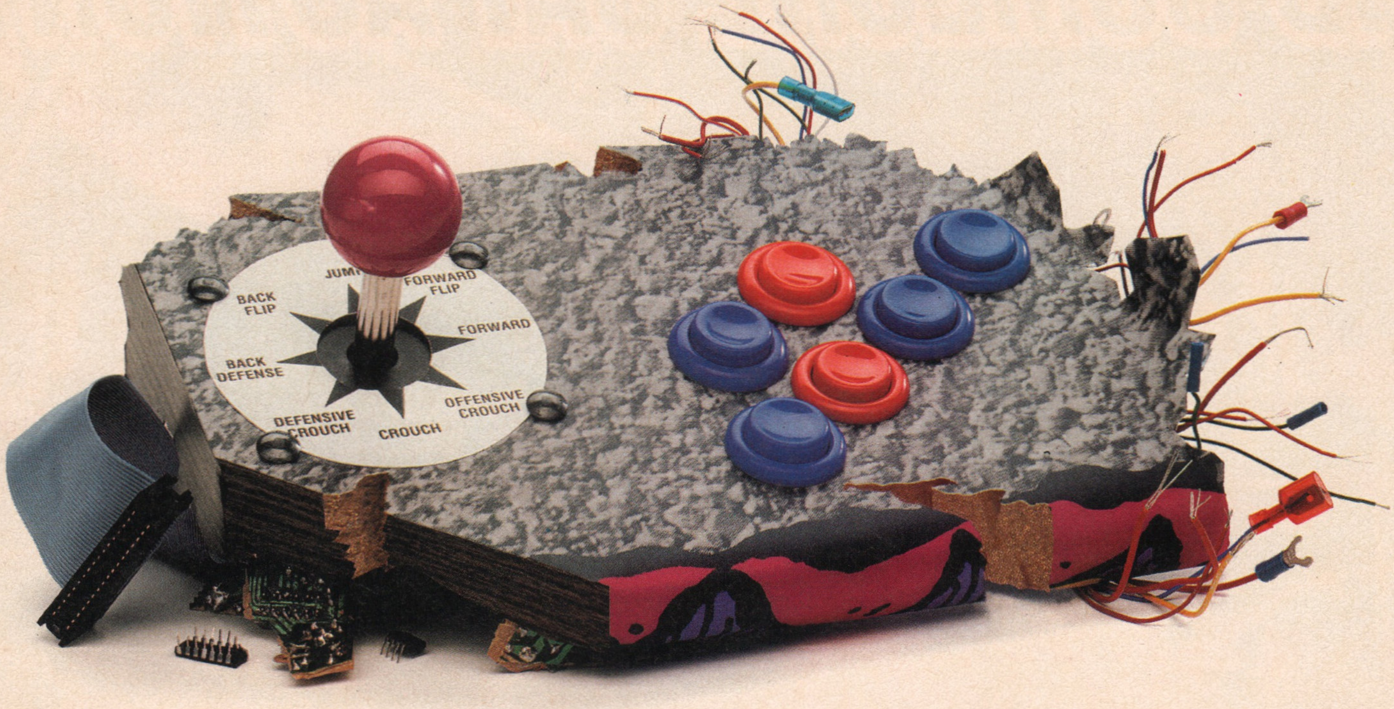
SUPER NINTENDO
ENTERTAINMENT SYSTEM


JUMP
FORWARD FLIP
BACK FLIP
FORWARD
BACK DEFENSE
OFFENSIVE CROUCH
DEFENSIVE CROUCH
CROUCH

WE RIPPED-OFF A PERFECTLY GOOD IDEA.

True arcade action. You'll find that the only thing missing from our new Super Advantage is the coin slot. Okay, so we added an extra long cord. Still, it's about as close to an authentic arcade joystick as you can get, anywhere. The layout's familiar, and the construction's tough enough to handle the most challenging street fight or the ultimate battle for the universe. If you prefer control pads to joysticks, you'll love the asciiPad *(also pictured)*. Either way, our controllers have a few features you won't find in the arcades—state of the art effects designed specifically for today's coolest games. Special effects like Turbo Fire, Auto Turbo—even Slow Motion. The Super Advantage and asciiPad, for the Super NES. ***IT'S HOW TO WIN.***

LICENSED BY
Nintendo

SUPER ADVANTAGE
The arcade joystick of choice for the serious game player!
SUPER ADVANTAGE
ASCIIWARE
SUPER NINTENDO
asciiPad
SUPER NES

INTERNATIONAL
Nintendo
LICENSED PRODUCT

The asciiPad.
Small size. Big punch.

ASCIIWARE™

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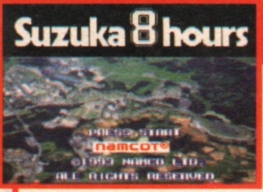
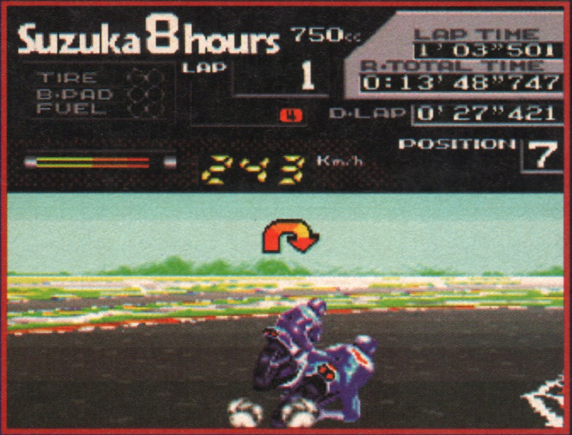
SUSUKA 8 HOURS

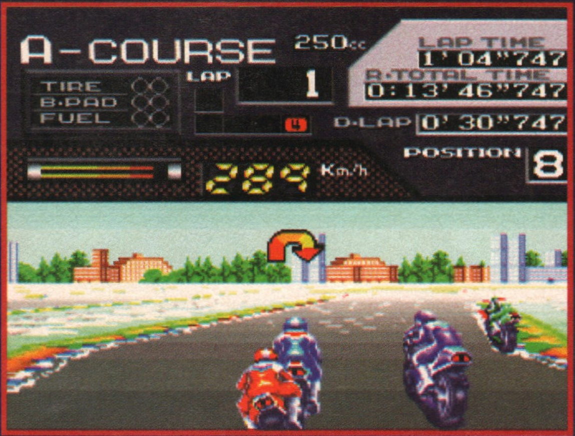

Suzuka 8 hours
PRESS START
namcot
©1993 NAMCO LTD.
ALL RIGHTS RESERVED

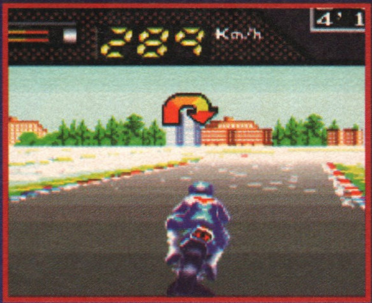
CART SPEC

- **BY:** NAMCOT
- **PRICE:** TBA
- **RELEASE:** TBA
- **GAME TYPE:** RACING
- **CART SIZE:** 8 MEG

▼ As we see, the computer politely points out the fool in turquoise leathers.


Suzuka 8 hours 750cc
LAP TIME 1' 03"501
LAP 1
R·TOTAL TIME 0:13' 48"747
TIRE
B·PAD
FUEL
D·LAP 0' 27"421
POSITION 7
243 Km/h

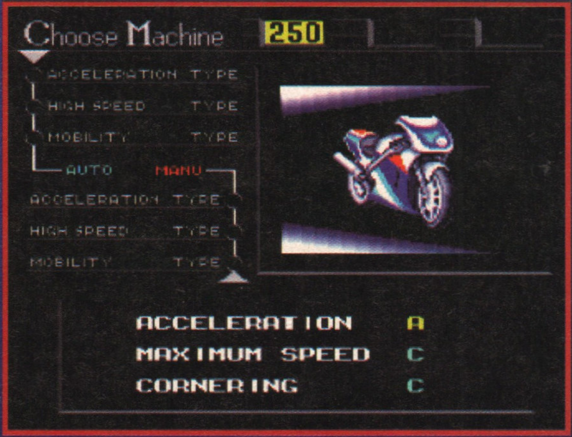

A-COURSE 250cc
LAP TIME 1' 04"747
LAP 1
R·TOTAL TIME 0:13' 46"747
TIRE
B·PAD
FUEL
D·LAP 0' 30"747
POSITION 8
289 Km/h



All over the world, the greatest names in motorcycle racing are preparing for the ultimate test. Theodore, Trent, Cameron. All of these are quite good names, nothing to be embarrassed about, you know, and each of them is ready to race to do the death in the Suzuka 8-Hour Challenge.

Unfortunately, what none of them have realised is the logic behind the name. The race lasts exactly eight hours, so everyone finishes at the same time. This means they're taking all these risks for nothing. They could go flat all for the full third of a day, but they still wouldn't get a whiff of the prize money because the race is always a draw. Still, you know what these endurance riders are like. Thick as two short brake pads of you ask me.

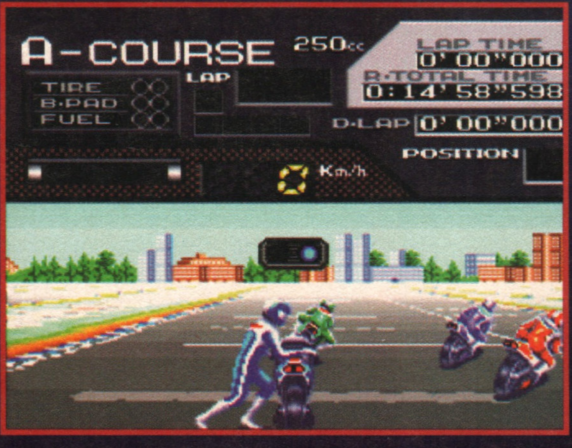
Anyway, despite the obvious non-competitiveness of the race, it actually attracts big crowds of spectators and masses of sponsorship money (in the alternate dimension in which the race actually exists), so it's only logical Namco should seek to make a game on the subject. You play one of the plucky racers, and it's up to you whether you want to practice, race the tournament straight away or have a bit of a head-to-head bash against one of your mates in this latest Mode 7 tour de force. Actually, it's more like An Introduction to Mode 7 by Craig Jones aged 6. The scrolling and 3D are absolutely awful.. Take the bridges for example. You can't see them on the horizon at all, suddenly they blip over you in a half second before disappearing again. The same goes for the rest of the track. Plus, the steering on the bike is so soft it's almost impossible to take even the shallowest bend without smashing into the hoardings. This is certainly an ambitious attempt at a game, and there are some really good seeds for a smart game here, but Suzuka needs a lot of work before it could challenge other Super NES racers.


Choose Machine 250
ACCELERATION TYPE
HIGH SPEED TYPE
MOBILITY TYPE
AUTO
MANU
ACCELERATION TYPE
HIGH SPEED TYPE
MOBILITY TYPE

ACCELERATION A
MAXIMUM SPEED C
CORNERING C

▲ Yes Gary, it's a bike. Two wheels, exhaust, that sort of thing. It's quite a big one too. Handlebars and everything...

▼ "C'mon lads. You know my dad won't buy me any more petrol..."


A-COURSE 250cc
LAP TIME 0' 00"000
LAP
R·TOTAL TIME 0:14' 58"598
TIRE
B·PAD
FUEL
D·LAP 0' 00"000
POSITION
0 Km/h

RATINGS

SUPER NINTENDO

PRESENTATION
91

▲ Loads of options and stills and that. Very slick presentation.

GRAPHICS
37

▲ Big huge, detailed sprites.

▼ Crap scrolling and 3D.

SOUND
52

▲ There's tunes...

▼ And a tractor noise for the engine.

PLAYABILITY
46

▼ Uncontrollable bike + awful courses = 0

LASTABILITY
43

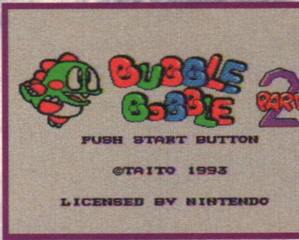
▲ A fair few different courses to select.

▼ But you'll get bored in a couple of days.

OVERALL
47

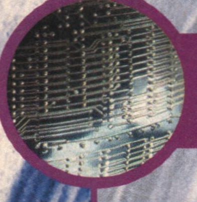
Some good ideas, but one very bad game, sadly.

Nintendo
ENTERTAINMENT SYSTEM®


BUBBLE BOBBLE PART 2
PUSH START BUTTON
©TAITO 1993
LICENSED BY NINTENDO

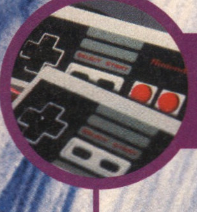
CART SPEC

- **BY:** TAITO
- **PRICE:** £TBA
- **RELEASE:** TBA
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 4 MEG



GAME INFO

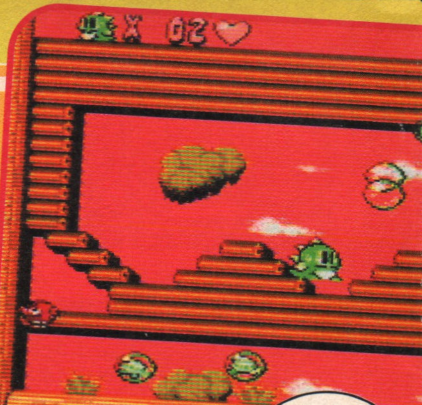
- **PLAYERS:** 1-2
- **CONTROL:** Joypad
- **GAME DIFFICULTY:** Pretty tricky
- **CONTINUES:** 5
- **RESPONSIVENESS:** Okay
- **1ST DAY SCORE:** Reach level 25
- **GAME ORIGIN:** Sequel to the mega-successful Bubble Bobble.



CONTROLS

- **HOW TO PLAY:** Guide your bubble-blowing dinosaur through the single-screen levels of platform doom, capturing all the enemies and taking good care of your three lives.

A	JUMP
B	FIRE BUBBLES
S	START: PAUSE/UNPAUSE
S	SELECT: NOTHING



BUBBL
BOBBL

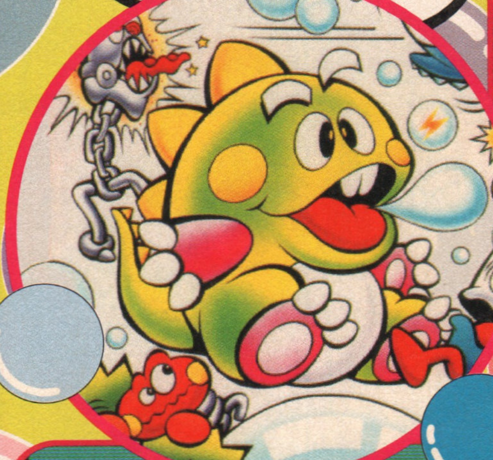
Ahh, Bub and Bob, heroes of the fantastic Bubble Bobble trilogy of games. Responsible for saving the world from the terrifying Baron Von Blubba on countless occasions - how would we survive without them? Well, we're about to find out because they're dead. Deceased. History. Bought the farm and are currently contributing to daisy growth therein. Which is a bit of a shame really, as the terrible Skull Brothers have chosen this moment in time to threaten the safety of the planet.

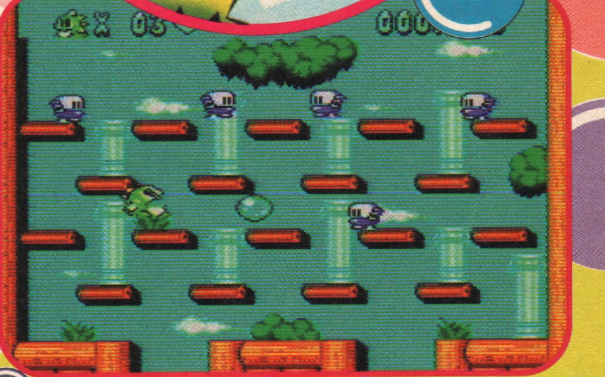
Luckily for everyone else, Bub and Bob managed to start families before copping it, and now their offspring are ready to join battle and defend the good citizens of Earth in the great family tradition. Also in the family tradition, Cub and Rub (for it is they) have been cursed by Gypsies and transformed into tiny bubble blowing dinosaurs.Good job too, really, as only their capturing-enemies-in-bubbles-and-then-transforming-them-into-fruit-when-the-bubble-gets-burst skills can possibly save us now.

COMMENT

RAD

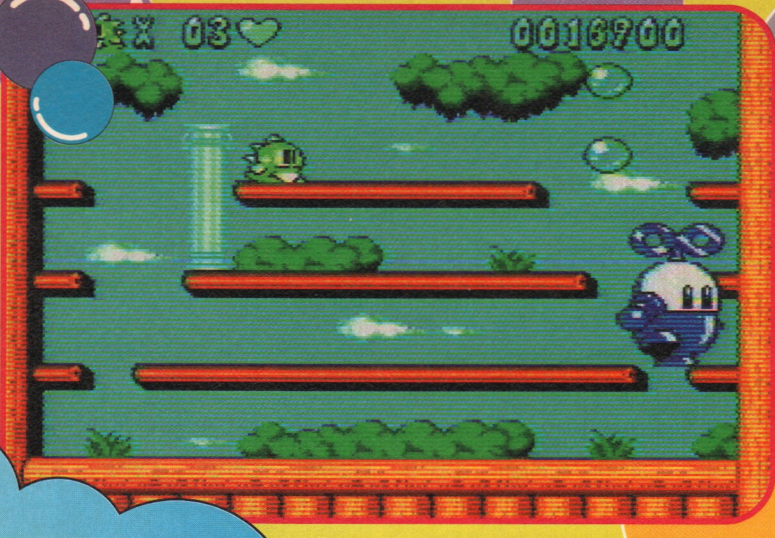
Bubble Bobble 2. Bubble Bobble 2, eh? Why, it's just like Bubble Bobble 1. Alright, so there's a couple of new moves in there, but essentially it's just more of the same. This isn't actually a particularly bad thing, since the original Bubble Bobble was a smart game, but what it does mean is that if you've got the first title and you're bored of it, this isn't going to turn your head. However, it is much more challenging than Bubble Bobble 1, so that means if you're still enamoured of the game - or you don't own the first one - this should be right up your alley. It would have been nice to see them trying something really new with the game - maybe by having it scrolling or something - but as it stands Bubble Bobble 2 is a playable title for those not already tired of the concept.



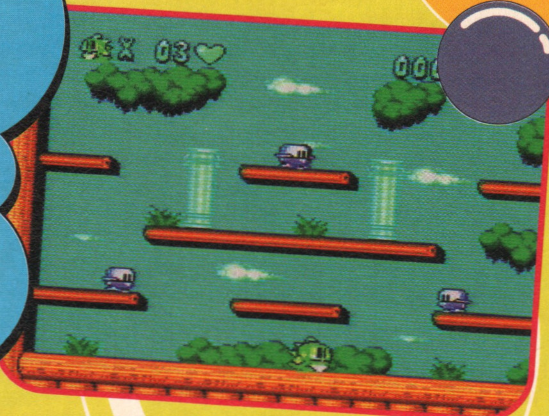


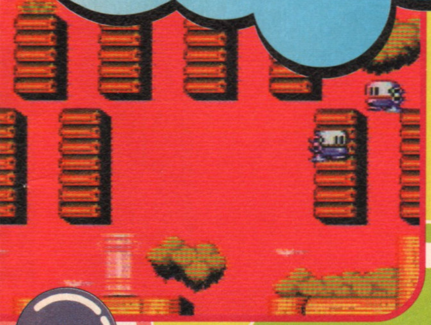
SPIT, SWALLOW OR RETAIN?

Being second generation cursed dinosaurs, Cub and Rub are blessed with extra powers far beyond those of their forefathers. For starters, as well as exhaling bubbles in singular form, by inhaling really deeply for a few seconds, they expel up to three bubbles at a time! Plus, if a bubble is held in for long enough the brothers are able to float around the screen until they release their breath! Remarkable powers of flight ahoy!



▲ Aieee! Inoffensive, bubble-blowing dragons! I'm off!





▲ Little monsters gathered from miles around too see Bub's green bubble.

X 01
0028000

COMMENT

ANDY

I'd been waiting for this cart to come in for months, being a big fan of the other two Bubble Bobble titles, but I'm not entirely convinced it was worth the wait. You see there's very little in this game to distinguish it from the original. It seems all Taito have done is to mix elements from both Bubble Bobble 1 and Parasol Stars, and to rather mediocre effect! On a more positive note, the challenge has been upped meaning that the game gets pretty rock after just a few levels. The new abilities are a nice idea too and some of the larger sprites look great. But basically, it's very much more of the same, I'm afraid. Give it a look if you haven't got either of the other two games.

MICHAEL JACKSON

As well as the bubbles Cub and Rub produce out of their gobs, other random bubbles make their presence known throughout the game. These bubbles are generally there to help you, and bursting them reaps unusual nasty-killing effects. Some bubbles release bolts of lightning which flash across the screen. Some produce floods which torrent down the screen.Yet more bubbles blast fires on the platform below, whilst distant cousins of these other bubbles summon mighty tornadoes to rip up the screen. The best bubbles, though, are the star bubbles which release a whirling cloud of stars which whizz around and around the screen. Yippee.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	■	☐	☐
ACTION	■	■	■	■
CHALLENGE	■	■	■	■
REFLEXES	■	■	■	■
ORIGINALITY	■	☐	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	■
DAY	■	■	■	☐
WEEK	■	■	■	☐
MONTH	■	☐	☐	☐
YEAR	☐	☐	☐	☐

PRESENTATION 79

▲ Nice intro sequence and continue screen.

▼ No options.

GRAPHICS 81

▲ Brilliant animation on the main sprite and great use of colour.

▼ Enemies can be a bit stiff.

SOUND 64

▲ Lots of tunes and effects, fer sure.

▼ But they're quite beepy.

PLAYABILITY 87

▲ Quite fast moving and furious to play.

▼ Jumps are a bit floaty, and it's nothing new.

LASTABILITY 83

▲ Both big and, indeed, hard.

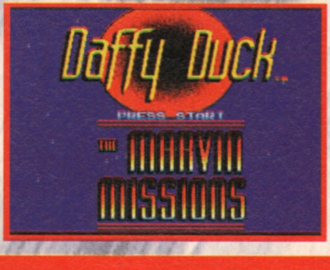
▼ Might not hold your interest if you've got the original.

OVERALL 84

A fun game, but one which Bubble Bobble 1 owners might not find particularly enthralling.

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM


Daffy Duck
PRESS START
THE MARVIN MISSIONS

CART SPEC

- **BY:** SUNSOFT
- **PRICE:** TBA
- **RELEASE:** NOV/DEC
- **GAME TYPE:** PLATFORM
- **CART SIZE:** 8 MEG

GAME INFO

- **PLAYERS:**
1
- **CONTROL:**
Joypad
- **GAME DIFFICULTY:**
ALMOST TRICKY
- **CONTINUES:**
BUY OR FIND 'EM
- **RESPONSIVENESS:**
V FLOATY
- **1ST DAY SCORE:**
Rad was crap and didn't do too well. Andy did though!
- **GAME ORIGIN:**
Based on occasional Daffy Duck series Duck Dodgers in the 24th and a Half Century

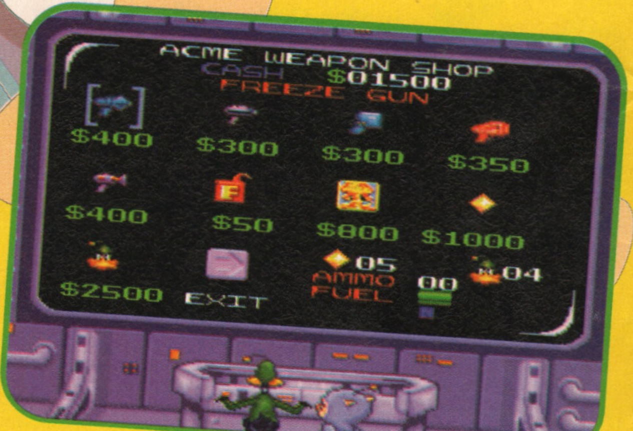
CONTROLS

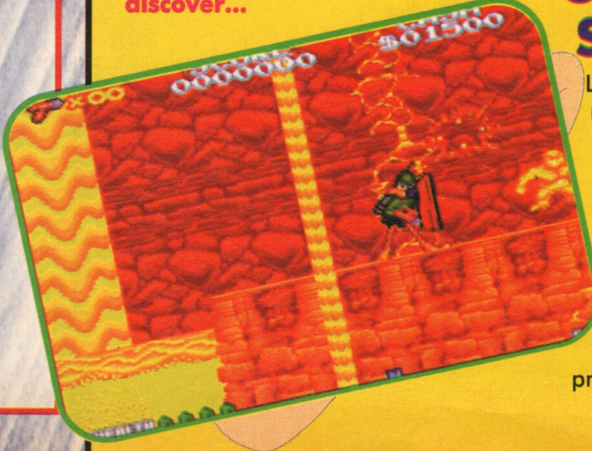
- **HOW TO PLAY:**
Guide your duck around the be-platformed levels by jumping, jet-packing or shooting. Oh, and kill stuff too

A	Nutty attack
B	Jump/jet-pack
X	Fire
Y	Block
L/R	L Swap weapon R Swap weapon
S	START: Nothing SELECT: Pause/unpause

Don't you just love those cartoons you watch when they've got a little theme to them? Like when Bugs Bunny used to be a knight in King Arthur's court or whatever, and it'd be totally different from their usual exploits. Sometimes they used to pick up on the theme and make it into a little series of three or four cartoons interspersed with the regular ones. One such mini-series was Duck Dodgers in the 24th and a Half Century, starring Daffy Duck. Do you know why they used to do little things like that? It's because they'd run out of ideas. Picture the scene: you're writing your 500th cartoon, you've got as far as "Daffy screams/falls off cliff/gets hit by train/ Sylvester gets crushed by safe..." and you suddenly realise it's exactly the same as all the other cartoons you've written. Pretty soon, people are going to catch on and stop watching them, the Warner Bros offices will be flooded with complaints and you'll lose your cushy job. There could be only one solution - have the same cartoon, but in a new location, with a little Martian with a funny voice or something. Everyone'll think it's a great new development and you're laughing. Then you can go back to writing the same old stuff and waiting for the animators to make it funny, and just toss in a Western/CivilWar/Space/Gangster themed one whenever you like.

This is not, of course, the reasoning behind the latest cartoon conversion to hit the Super NES. Sunsoft have in no way run out of ideas *at all*. The fact that this is a platform game featuring a licensed character, like so many of their other releases, only illustrates the demand for what Sunsoft do best. But is this a prime example of their art? Read on and discover...

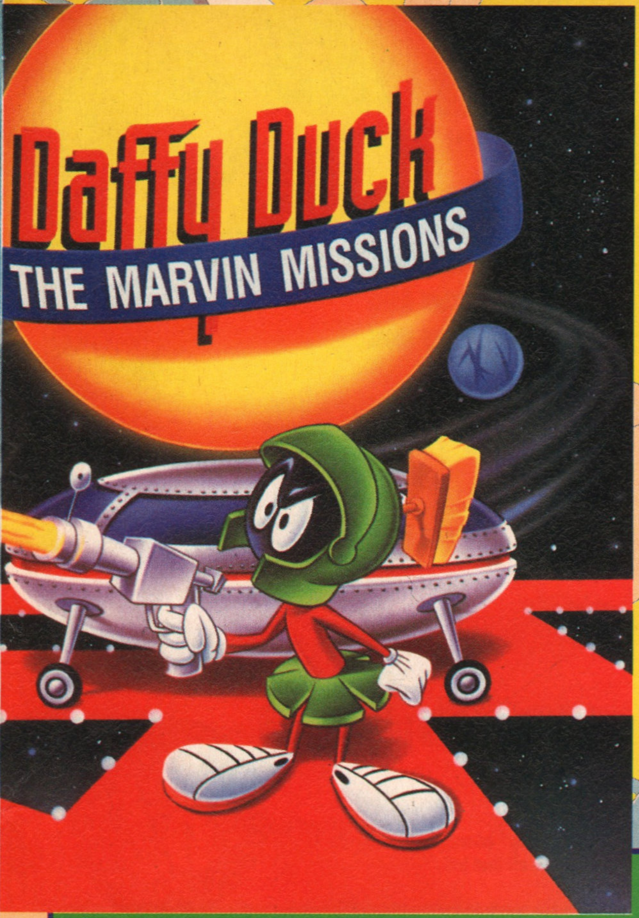

ACME WEAPON SHOP
CASH $01500
FREEZE GUN
$400 $300 $300 $350
$400 $50 $800 $1000
$2500 EXIT
05 AMMO FUEL 00 04

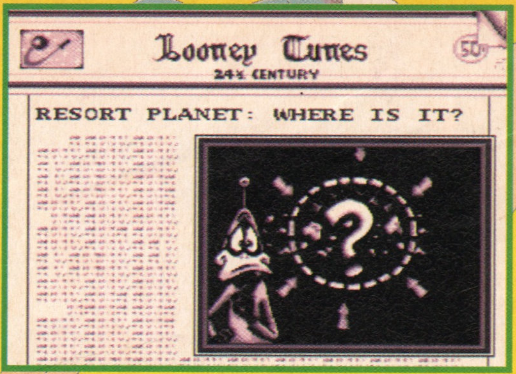


GOING DOWN THE SHOPS

Like every cartoon character, Daffy Duck relies on his props for a great deal of his laughs. Luckily, Warner Bros give him a whacking great expense account to play with at the start of every level. He's allowed to spend this in the Prop Shop just before he embarks on his quest. Just about all of goodies on show are offensive weapons, although some are toned-down for a family audience. Whilst he's already equipped with an infinite shots blaster, it's generally prudent to stock up on new kit.

Daffy Duck
THE MARVIN MISSIONS

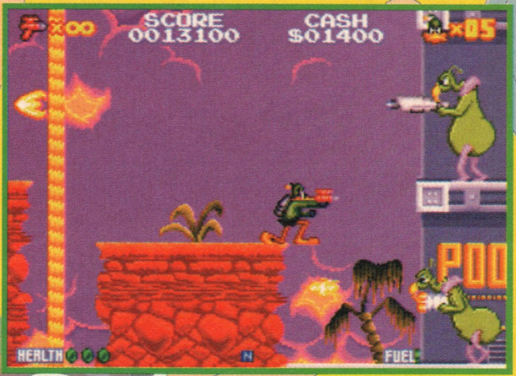




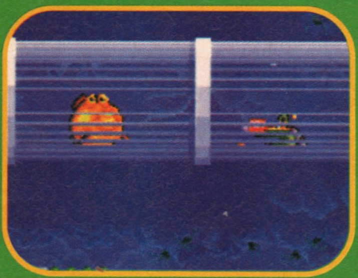
Looney Tunes
24½ CENTURY

RESORT PLANET: WHERE IS IT?

▲ What's a duck gotta do to find a resort planet these days!?



BOMB GUN - $350 This gun sends small grenades hurtling towards the designated foe. Pretty crap range, but a very powerful weapon indeed.



THREE-WAY GUN - $300 Insofar as guns go, this one fires in three directions, two of the shots flying at forty-five degree angles to the horizontal bullet. Good against multiple enemies, or for scoring three hits against really big geezers.

SCORE
0116750
CASH
$02900
x00
FUEL

ELECTRICITY GUN - $300 This gun is a bit crap really. Yes, it's all nice and powerful and that, but the shots it fires fly very close to the ground and earth themselves after a very short distance., meaning you have to get in right close. Still, you get loads of shots for your money.

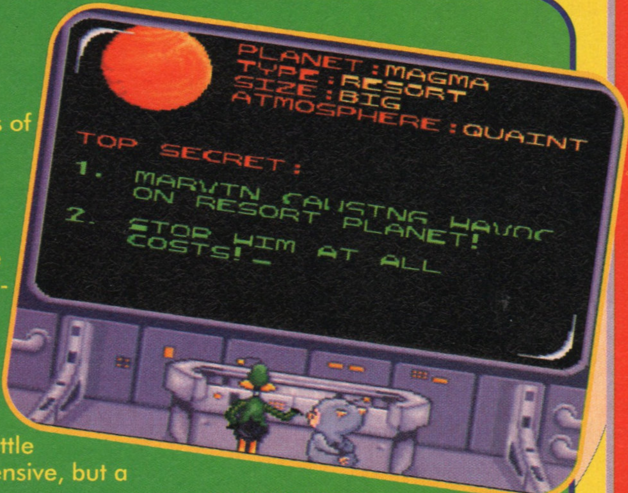
ANTIMATTER GUN - $400 This is rather more like it, the most powerful gun in the whole game, it's really rather good at blowing both big and little things into more little things. Quite expensive, but a wise purchase.

NUTTY ATTACK - $800 A whopping eight H gets you one more smart bomb attack to add to your collection (of one to begin with).

x00
SCORE
0000000
CASH
$0175
HEALTH

JET PACK FUEL - $50 At a bargain-mongous fifty bucks, two cannisters of jet pack juice (a fuel tank) is certainly an essential.

EXTRA LIFE - $2500 Expensive, but it is an extra life, after all.



PLANET:MAGMA
TYPE:RESORT
SIZE:BIG
ATMOSPHERE:QUAINT
TOP SECRET:
1. MARVIN CAUSING HAVOC ON RESORT PLANET!
2. STOP HIM AT ALL COSTS!_

CONTINUE GEM - $1000 You start the game with five of these, which is one continue. There fore you need expend 5 grand before obtaining the requisite games for continuation, don't you know. All of these items are also found littered around each level in secret locations, along with more money (which is also earned by killing enemies) and little glasses of Duck Juice which heal all your wounds.

SCORE
0000000
CASH
$01550
N
FUEL

COMMENT

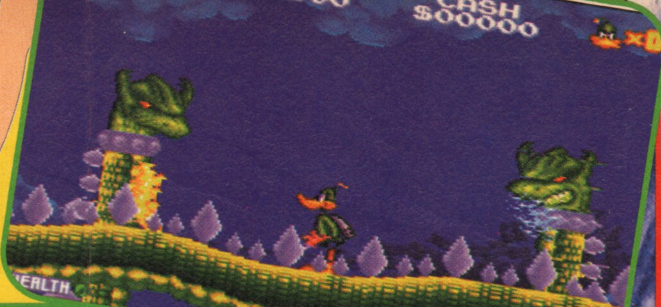
ANDY

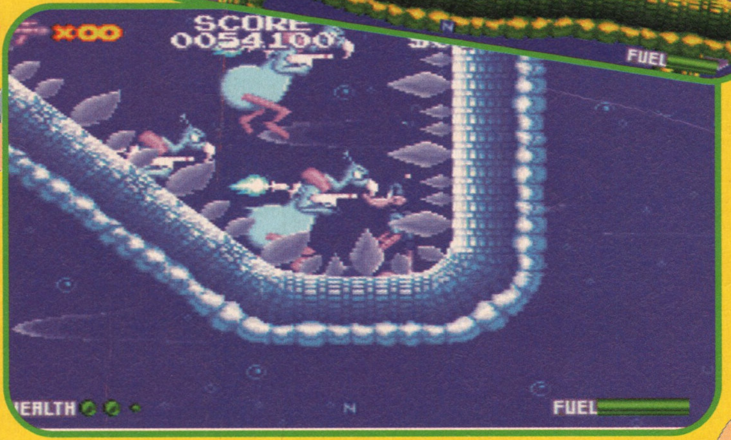
I've got to disagree with Rad, for while Daffy is not all it could have been it's certainly not a bad game and does improve vastly as the levels progress. Graphically it's no great shakes, the backgrounds can be a bit bland however the Daffy sprite is smart. Sonically it's not too hot; the samples are great but the tunes are grating. Playability-wise, though, it's pretty good and it does, surprisingly, require a little thought and a fair amount of skill. Daffy is tricky to control at first, but once you get the hang of using his shield and jet-pack he's a pleasure to handle and you soon find he has extra abilities, like using his blaster to reach higher levels when his jet-pack runs out of fuel. I also liked the way you can cycle through Daffy's weapons - choosing the correct combination at the right time is vital in beating some of the bosses. Also in Daffy's favour is the sheer size of all the levels, many concealing secret bonus rooms that can only be reached if you've been prudent with Daffy's fuel, it's also quite tough too, especially later on where the enemies take many hits before giving up the ghost. All in all it is just another platform game but a pretty decent example nonetheless. Definitely worth a look for fans of the genre and of Daffy.

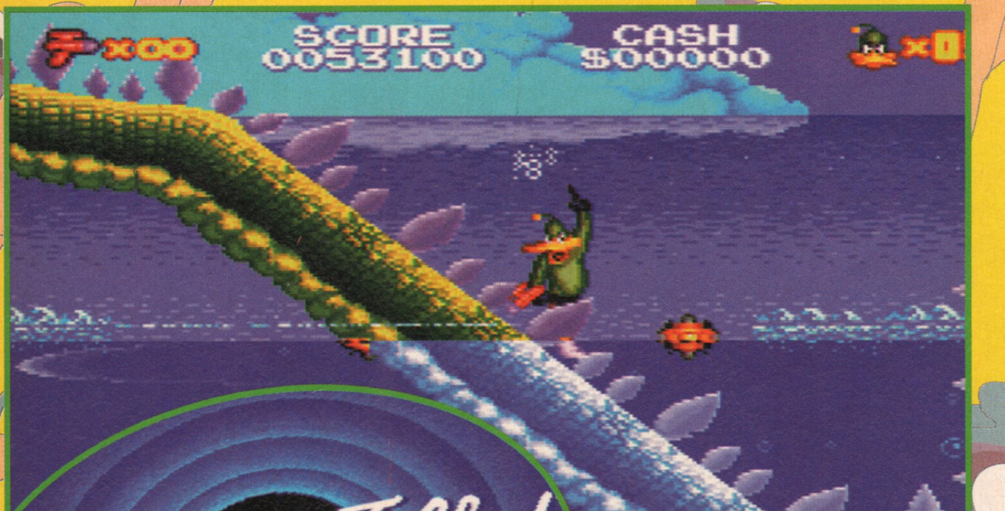
ANDY

STOP FOWL PLAY

Duck Dodgers isn't just able to duck and dodge, which he is, by the way. Oh no. He can jump as well. And if this isn't enough to keep him out of the grip of his enemy, he has one secret defensive move left - his shield. Press the shield button and watch as Daffy whips it out in front of himself and promptly blocks any missile shot at him. It doesn't, however, protect against direct contact with any foe, and Daffy is unable to move whilst defending. But it's actually very useful indeed. Honest.







That's all Folks!

COMMENT

RAD

Just when you thought games were going to use the same old tired ideas again and again until the market is completely dead, something comes along and brings you fresh hope. Sadly, this is not an accurate description of the Marvin Missions. Old rope, dead horse, that's more the sort of thing that sums it up. I mean, I really do want to like this game, Daffy Duck is one of my favourite characters and everything, but there's no way I can recommend it. It reminds me quite strongly of Death Valley Rally, the same floaty controls, the same bland backgrounds and the same repetitive, brain-dead action. There's a million and one possibilities in a cartoon license, and it's really frustrating to see them all ignored in favour of the same old routine. Putting a couple of badly-sampled Daffy quotes in just doesn't make it funny, oddly enough.

OH FORGET IT

If gun-slinging, shield-hiding-behind action isn't enough for you, how about with the added thrill of jetpacking? Yes, being from the future, Daffers has access to the very latest technology including one of these Michael Jackson-style modes of transport. To activate the blighter, simply press the jump button twice in rapid succession, holding it down on the second press. Now steer your plucky duck around the skies to your heart's content. Or until, of course, you run out of fuel. This latter option generally results in a sharp earthward plummet.

RATINGS

BREAKDOWN

	LOW	FAIR	GOOD	HIGH
STRATEGY	■	☐	☐	☐
ACTION	■	■	☐	☐
CHALLENGE	■	■	☐	☐
REFLEXES	■	■	☐	☐
ORIGINALITY	☐	☐	☐	☐

LONG-TERM INTEREST

	LOW	FAIR	GOOD	HIGH
HOUR	■	■	■	☐
DAY	■	■	☐	☐
WEEK	■	☐	☐	☐
MONTH	☐	☐	☐	☐
YEAR	☐	☐	☐	☐

PRESENTATION 82

▲ "Amusing" intermissions, pictures of Daffy and all that jazz.

▼ Theme music is not good.

GRAPHICS 81

▲ Daffy sprite is quite convincing. Other sprites are alright enough.

▼ Backgrounds can be a little bland.

SOUND 74

▲ Sample "ooh" and "Mother!" from Daffy.

▼ Loads of crap tunes.

PLAYABILITY 82

▲ Loads of moves and a fair bit of action.

▼ But there's nothing new and everything gets very samey after a little while.

LASTABILITY 80

▲ Large enough, and reasonably challenging.

▼ Ullday as Aintdrypay.

OVERALL 82

A staggering feat of playing it safe which results in a not bad but so-so release, which is a great shame.

Hook™
More fun than other
One-Armed Bandits!

Based on Steven Spielberg's hit film – non-stop action – critically acclaimed game play – eight levels.

"A stunning looking game with superb animation". Frank O'Connor, editor of Total.

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INTERACTION MAILBAG

Seal's not feeling himself this month. "Shame!" I hear you cry. "Is it something he ate - a dodgy Kipper of Commiseration mehaps?" Well, thanks for your concern, but that's not the reason at all. The reason, he claims, is because of all the low quality correspondences he's had to stomach of late. But answer your letters he must, so let's delve deep into his bulging fish-smelling satchel and see what goodies we can find to tempt him from his sick bed. And remember, if you've got any notes that need querying send 'em in with ten pounds of fresh haddock to:

IXNAY ON THE ITESHAY ORTALMAY OMBATKAY ESTIONQUAYS, NMS, Priory Court, 30-32 Farringdon Rd, London EC1R 3AU.

IBBERINGAY UNATICLAY

Dear NMS

I am writing to complain about the massive amount of adults who complain that video games are the root of all evil. Yeah right, I suppose OutRun caused joyriding then, oh and Pilotwings is going to cause kids to steal 'planes is it? Yeah sure. Oh oh oh oh and Mario Paint is going to make graffiti worse and Mole Patrol is going to make people shoot moles. I heard two old ladies talking, one said "Look at that young lad smoking" "Yes, of course, I blame it all on those computer games" the other one said. I mean why, what game does that then, eh? Super Smoker 2 or Super Smokers: Under 14! Oh I just thought of another one, maybe Super Smash TV will encourage children to wait for it... you guessed it smash TVs. I mean seriously oh God how small minded can you get? No-one minds people in the playground playing Cowboys and Indians or World War 2. I mean what does that do eh? It makes them prejudiced against Indians and Germans, these evil games should be stopped and no-one should watch cartoons like Tom and Jerry and oh definitely not Bugs Bunny, too much violence there. Some people are never happy unless they're complaining.

Stuart Window

SEAL: Calm down Stuart! Remember your heart! Nurse, quickly, fetch the Sleepy Juice!

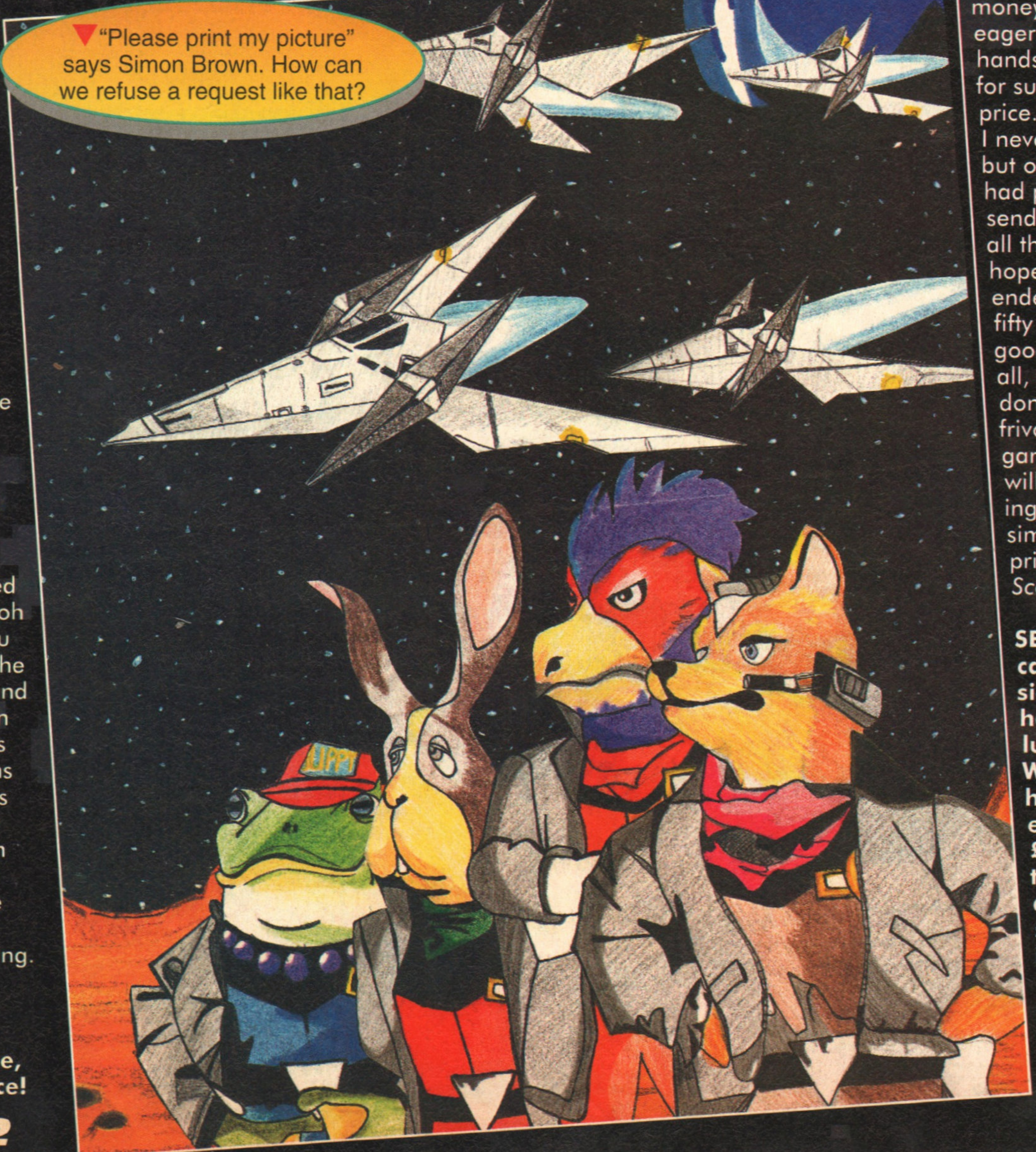
IXNAY ON THE RAINBAY

Dear SEAL

Im writting to you for your advice. You see I have a little problem with my little sister when ever I sit down to read Nentendo Magazine System she always nag's me Ive tryed nerly every thing puting her head down the toilet hanging her out of the window please please could you give me a solution how to make her stop.

Martin Webb, Basildon, Essex

SEAL Now this might seem a bit funny, right, but have you tried listening to what she's nagging you about? If it's something like "Get your foot off my head" or "Take that piranha out of my tea" then the advisable course of action would be to do what she says. Yes, I'd definitely say "Try talking to her".



▼"Please print my picture" says Simon Brown. How can we refuse a request like that?

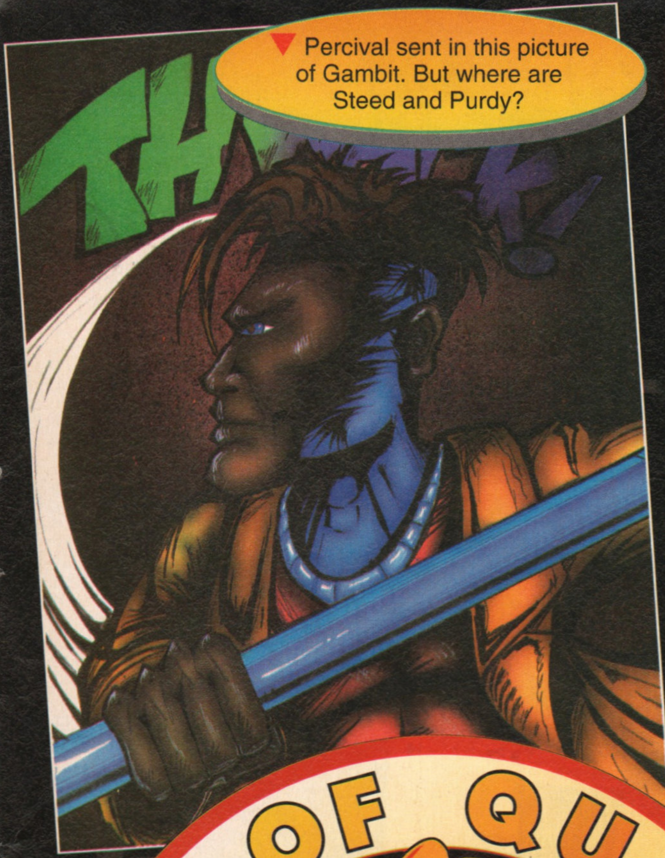
ICKTHAY APSAY

Dear SEAL

Oh how I laughed as I read through various NMS crew members recounting their quite wonderful tales of being ripped off in the opening pages of issue 13. So funny were these stories, I decided to tell you my own. Going back a long time ago, I was reading a column by Tim in a rather dull "free" pull-out called the "Mega Guide" in the Sun "newspaper". In this column he gave out a phone number where, it was claimed, you could get SF2 for a mere £50. This was when it was on import - I did say that it was a long time ago! I sent off my money right away, eager to get my hands on the game for such a cheap price. Needless to say I never got the game, but oh what joy I've had phoning people, sending letters and all that to no avail. I hope whoever ended up with my fifty quid did some good with it, after all, all I would have done was wasted it frivolously on video games! I hope he will soon be offering Turbo for a similar bargain price. Ha ha!

Scott Prince

SEAL:Are you casting aspersions on the honesty of our luscious editor? Why only today he sold me an electric drill for £15. When I told him it didn't work he said "I know, it's crap, that's why I sold it". What a noble gent.



Percival sent in this picture of Gambit. But where are Steed and Purdy?

AMNDAY OOLFAY OYBAY

Dear SEAL
I'm starting my 3rd year at secondary school and will be doing my options soon. I was wondering what subjects to take to get into your line of work. Also have any of the boys been to university? Keep up the brilliant, excellent, humongous work at NMS Towers lads!
John Adlington, Richmond, Surrey

SEAL:We thought long and hard about this and between us all decided that the following would be particularly useful for a career in computer Journalism: Cookery, Accountancy, Agricultural Science and Peruvian Stoat Embalming (A-level). As far as any of the lads going to university, well Tim has a degree in Advanced Puppetry, Andy has a bachelor of arts in Chair Fondling, Rad has a CSE in Personal Hygiene, Paul got 100% in his cycling proficiency, publisher David Kelly has a certificate to prove that he swam 25 yards in his pyjamas whilst Gary and Dave both dropped out of the University Of Life. So I guess the answer to your question is no!

EEKYCHAY ITGAY

Dear SEAL
Will you be putting any more goodies with your brilliant mag? What is your top ten games? Mine is:

1. Super Mario Land 2
2. Super Mario Land
3. Tetris
4. Bill and Ted's Excellent Adventure
5. Dr Mario
6. Duck Tales
7. Double Dragon
8. World Cup
9. Hook
10. Spiderman

Thank you
Adrian Fox

SEAL:Wibble!

ININGWHAY OBHEADNAY

Dear SEAL
No, I haven't written to complain about some people's view on video games or to say how crap the Sega Mega ad is, but to complain about the NMS staff craze over SF2 Turbo.
Ok, I admit SF2 did make me go bonkers over it when it first came out, but it only lasted a week or so. While at NMS one year after its official release, you still give it 97% (Turbo edition) and a 16 page review! Apart from four new characters to choose from and a little more speed, there's not much difference. Now let's change the subject a little...
I remember a long time ago when Golden Axe came out for the Megadrive, "Brilliant", "Super" exclaimed everybody at Mean machines, but when Golden Axe 2 came out it was a completely different story, why? Because it was too much like the original, even though the levels were completely different and new enemies appeared. The overall score was 40-50%. So why does SF2 Turbo deserve its score?
Apart from that, your magazine is great. Well done!
PS Please tell Capcom to stop producing SF2 improved versions and just concentrate on making a new SF3. Have I made myself clear?
Joseph Ross, London

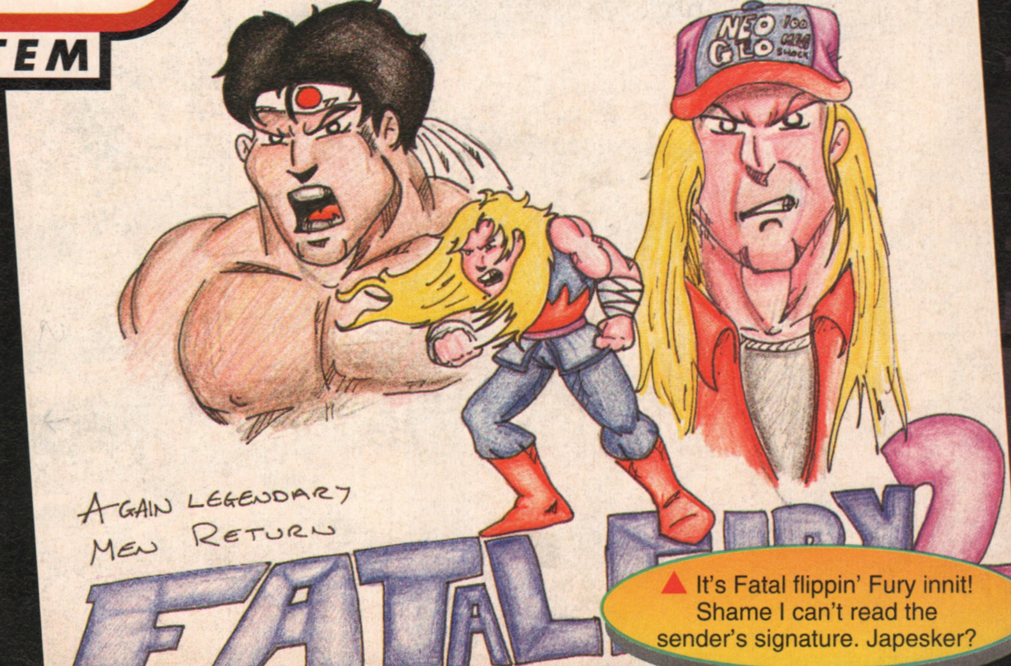
SEAL:Actually, Golden Axe 2 got a low mark because it was crap. Not because it was more of the same. Because it was unplayable crap. So that's chuffed your little theory, hasn't it?

SEAL OF QUALITY
Nintendo®
MAGAZINE SYSTEM

ORKIEPAY IEPAY

Dear SEAL
Ok SEAL own up, you've been telling porkies! About four months ago I bought a copy of F-Zero. The game is like a drug - I find myself playing it at 3am it's that good!
Anyway, way back in issue 1 you gave us a players guide to F-Zero. Now come on, where did you get those times? After four months I got Mute City 1 down to two minutes 40 seconds. Now there's no way that you did it in two minutes flat. Come on, you're talking porkies!
Justin Woodyard

SEAL:The times we printed were for the US version which runs 17% faster than the PAL UK version. Naughty of us I know, but who cares anyway - it gave you something to aim at didn't it?



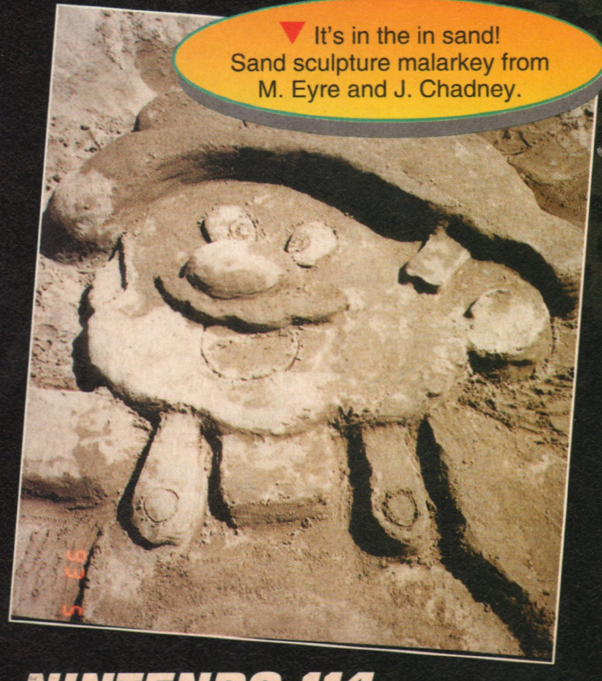
It's Fatal flippin' Fury innit! Shame I can't read the sender's signature. Japesker?

INTER ACTION MAILBAG

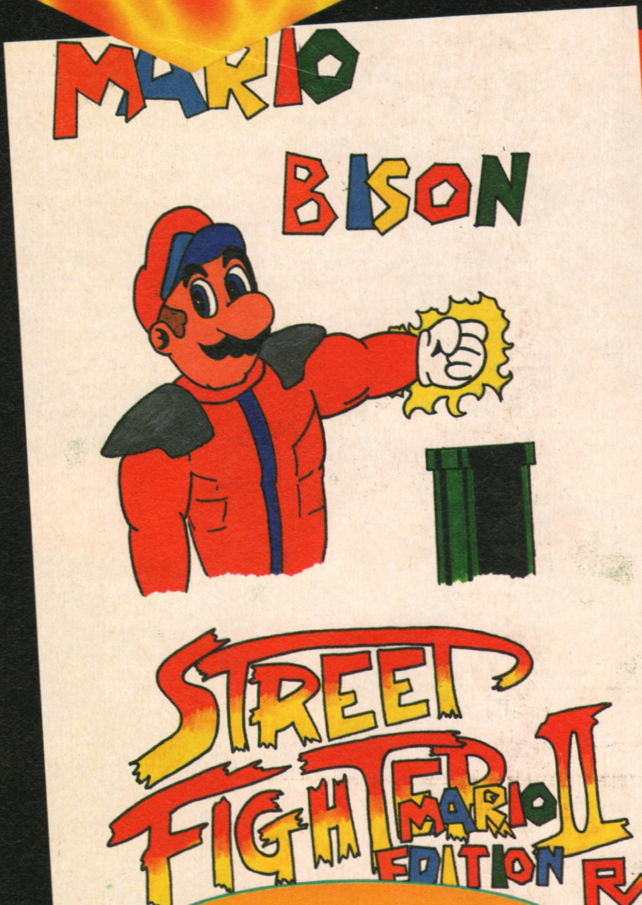
ILLYSAY ILLYBAY

Dear SEAL
Oi you - yes you, the one with the fishy breath! I am writing regarding the letter from David Ramsden - issue 11. I feel he made a valid point which you did not pick up on. You said if you already had Space Megaforce you wouldn't want to have Pop 'n Twinbee. That only applies to you if you have Space Megaforce. The point is that very few of us have Space Megaforce and if we did we'd probably be on the lookout for something new, unless, of course, we really loved SM, in which case we could think of P'n'T as some extra levels. For those who don't already have a game like P'n'T it might just be what they are looking for. So don't downgrade a game for lack of originality. Sure, mention which games it resembles but mark it on its own qualities, not just because others also have them. It's not often I agree with complaints about the greatest computer mag in the world. Actually, I normally feel that the only complaints come from tossers who just want to see their names on your pages, but in the case of David Ramsden I think he made a valid point and deserved the Star letter.
Mark Ward, Newport, Isle Of Wight

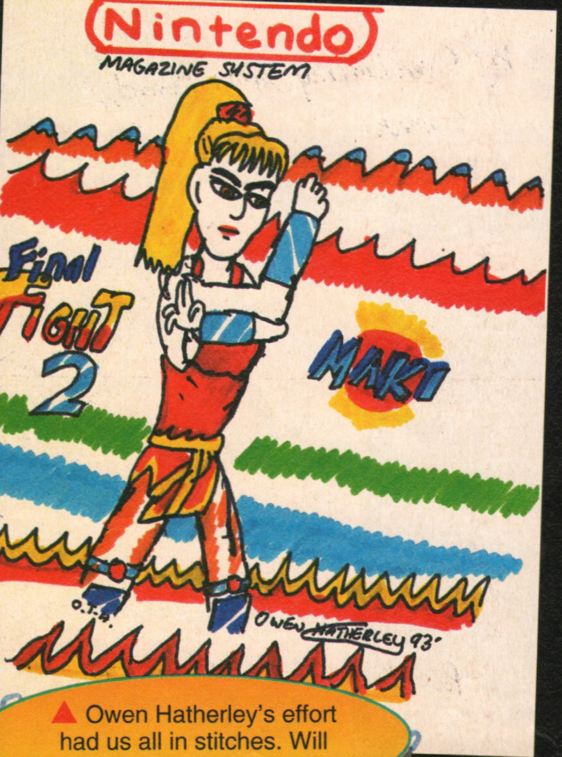
SEAL:Right, look, this is the last time I'm going to say this. We mark games on the merits of the game itself. Pop 'n' Twinbee isn't as good as Space Megaforce, a game which, incidentally, has been out for years. If you're after a shoot 'em up you'd be better off going for that. If you've already got that - or one of millions of other shoot 'em ups almost exactly the same - then whilst Pop 'n' Twinbee might be quite entertaining it isn't going to offer you anything exciting that you haven't seen before. THAT is why unoriginal games get marked down. Is that simple enough for you?



▼ It's in the in sand! Sand sculpture malarkey from M. Eyre and J. Chadney.



▲ Mario Bison? Agbay of ite-shay more like! And he says he's 15 too. Could do better.



▲ Owen Hatherley's effort had us all in stitches. Will Capcom see the funny side?

ONFUSED-CAY?

Dear SEAL
Whilst waiting for the next issue of NMS I often read channel 4's Digitiser. Recently the charts have caught my attention. Seven out of ten of the Megadrive games listed were recent releases opposed to only one in the Super NES charts. Is this something to do with the quality of new releases on the Super NES? I doubt it! I think the problem lies in the time Nintendo takes in releasing their games, most of which you reviewed months ago. I realise you are given review copies in advance but Nintendo are being too slow. Don't they realise they are losing out? When I buy a game I consult your mag, look at the price and how long the game has been out. Sure, the playability counts but presentation is also important, over the last three years programmers have become more experienced with the Super NES and recent quality releases show that. Therefore I buy fewer games because I want to see what my Super NES can do. I am sure other readers agree with me, come on Nintendo pull your finger out, we want games and we want them now!
Craig Henry

SEAL:I think you should try and get out a bit more often.

That's it, I'm definitely not getting out of bed next month unless the first letter I draw out of the bag has either:-
1. No references whatsoever to Mortal Kombat: Death Moves, lack thereof. Or the new Street Fighter II.
2. Ten pounds of fresh Haddock, or...
3. The equivalent value in sweets. Or chocolates.
I'm off to slap a fresh Halibut on my feverish brow, so until next time Arf! Arf! Splutter, koff etc...

MINDSCAPE

Wing Commander Secret Missions- SNES

Dropzone - Gameboy

Captain America & The Avengers - SNES

Championship Pool - SNES

Firefighter - Gameboy

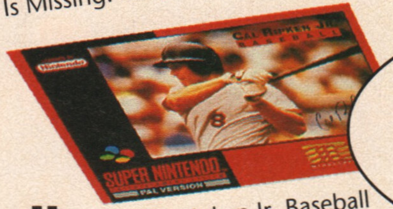
Pierre Le Chef Is Out To Lunch - SNES

Wing Commander - SNES

Alfred Chicken - Gameboy

Mario Is Missing! - SNES

Gods - SNES


Cal Ripken Jr. Baseball - SNES

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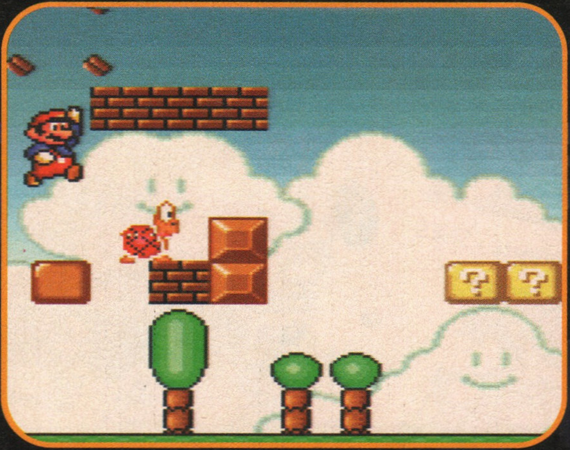
Q+A

READER SYSTEM

Welcome readers to the all-new Q&A section of NMS. We got a bit bored with endless lists of "When's Mario 5 coming out?" type queries, so we've decided to revamp the section somewhat. From now on, whilst we're still only too happy to put you out of your curiosity, we must ask that you restrict your letters to two or three INTERESTING questions. What we mean is this: any letter which even dares to bring up the subject of Colour Game Boy will be cast into the pit of Hell for all eternity, and worse things still will happen to scribblings begging cheats for Super NES Mortal Kombat. Instead, the best and most searching letter of the month will be highlighted as such, and its author duly praised. So make sure you ask good, decent, challenging questions your granny wouldn't know the answer to and fire them with all due haste to: Q&A, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU.



▲ Mario All-Stars. Worthy questions about this fine title and other such factual trivia are warmly invited to Q&A, but sad and cretinous letters will be treated with the contempt they deserve.

Q ZANDER

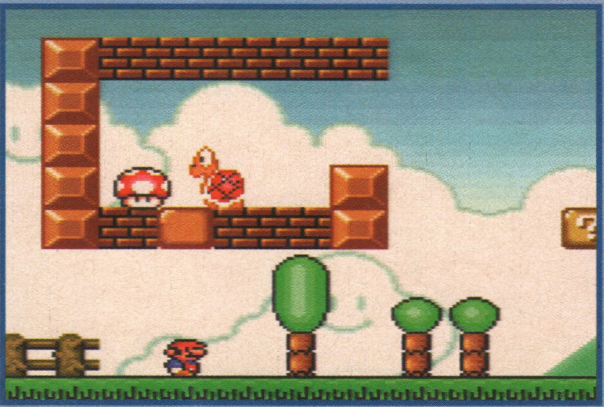
Dear Sir/Madam,
I am presently doing my special study on the evolution of games consoles and I would be very grateful if you could reply to my letter by donating any information possible on the matter which would answer the following questions (*continues with a huge list of Nintendo-related queries which we would never ever have space to fully reply to in these pages*).
Andrew Benfield, Leicester

A

JAZ
We've received a couple of letters along these lines, and whilst previously we never had the time or space to answer them...now we've got a TARDIS. Ha, not really, that's just a bit of a time/space gag. What we've actually got is someone else to do all the work for us. If you want to know anything about the evolution of the games industry Game Over is the book for you. It's by David Sheff and it's in all good bookshops now (published by Hodder & Staughton, ISBN number 0-340-59557-4) priced at a wallet-emptying £19.99. It centres itself on the rise of Nintendo from tiny playing cards manufacturer to its current position of world domination. Despite the rather weighty subject matter the writing style is very informal and the book is extremely easy to read.

×3
006674
×3
PRES
TO

▲ This Total Carnage screenshot has nothing whatsoever to do with the David Sheff book "Game Over", except that both are a bit of a blast and the latter is definitely worth your money.



Q PLUG

Dear Jazza,
Please answer these questions or you're a sad kipper.
1 How do you get on GamesMaster or Games World?
2 On last month's issue it had a Mortal Kombat thing on the front of the mag and it said something about a tournament. Is there going to be a Mortal Kombat tournament?
Kashaf Bashir, Under The Stairs

A

JAZ
Getting on either GamesMaster or Games World isn't at all simple. First of all you have to apply to Allison Burns at Hewland International, City Reach, 5 Greenwich View Place, Millharbour, London E14 9NN. You have to enclose a photograph, some examples of your high scores, a list of your favourite games and a few words about your non-games interests (go on - you must have some). If Hewland are interested they'll arrange an audition for you to make sure you're not going to completely freeze up and look like a spam on the telly. Bear in mind that they receive a lot of applications for very few places on GamesMaster challenges and as Games World contestants, so be patient waiting for a reply and don't be too surprised if you get nowhere. As for your second question, we can only assume that you've got a bit confused between the pretend tournament in the game, which is the storyline of Mortal Kombat, and real tournaments between actual people. So far as we know there are no plans whatsoever to stage a Mortal Kombat tourney in Britain, although with the extensive marketing machine that is Mortal we wouldn't be particularly surprised if Acclaim organised something later on this year.

WORMS

Q

Dear NMS,
Here are a few questions I would like you to answer.

1 When will Super Street Fighter 2 be out?
2 How much will it cost?
3 Will it have the Turbo moves?
4 Are the crates big on Guile's stage etc etc etc etc...

Alan Murray, Cork, Ireland

Dear Nintendo,
I own a Super NES and am a big fan of yours (grovel, grovel), so please answer these questions.

1 In Super Street Fighter, is Fei Long any relation to Sheng Long (Ryu's mentor)?
2 Is Cammy Guile's daughter?
3 Who is bigger, T Hawk or Zangief?
4 (*Continues in this vein forever*)

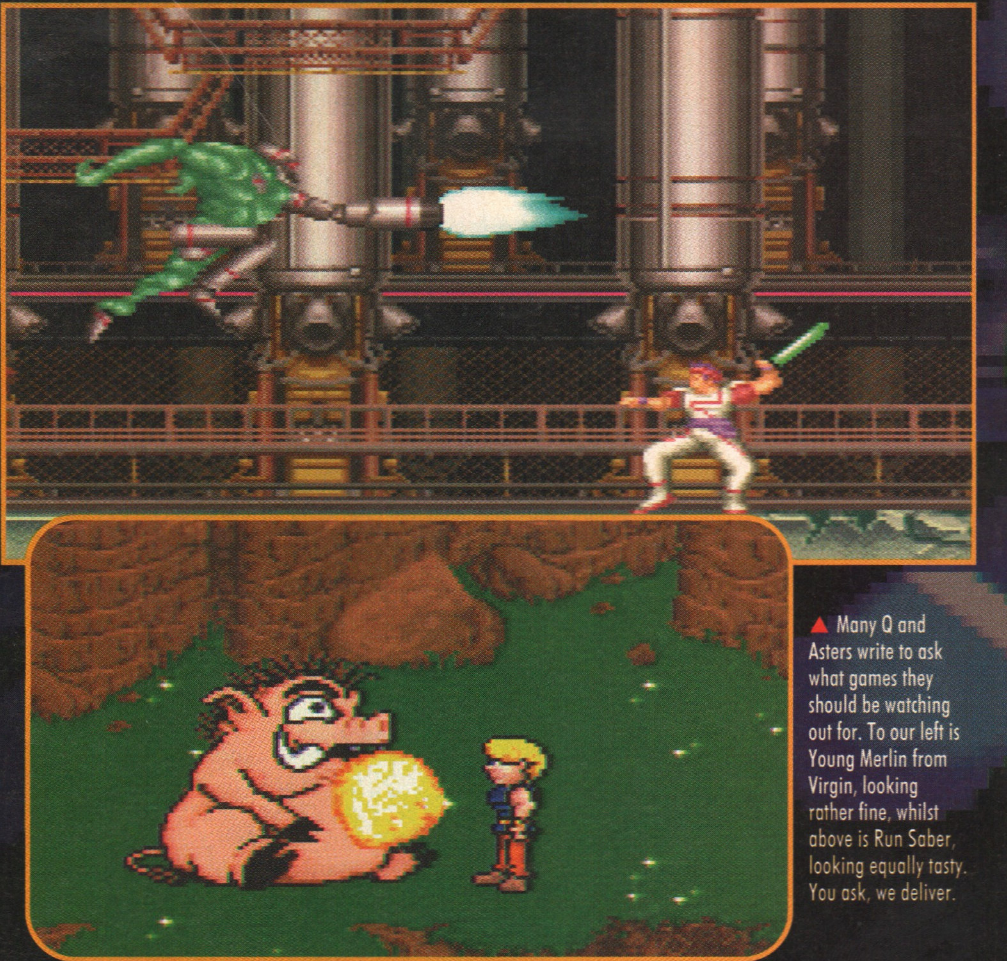
Stephen Middleton, London

A

JAZ

Aaaaargh! We've had so many letters about Super Street Fighter on the Super NES you would just not believe it, so it's time to clarify a couple of things. At the moment there are NO PLANS TO RELEASE SUPER STREET FIGHTER ON ANY CONSOLE OR COMPUTER. Got that? NO plans. Don't write or phone and ask us when it's going to be out because WE DON'T KNOW and it MIGHT NOT. Super Street Fighter 2 is an arcade machine featuring all your favourite old characters plus four brand new ones. Yes, it certainly does have all the old Turbo moves, plus a couple of new ones for the old characters. However, it isn't as fast as Street Fighter 2 Turbo, moving at only a little over the pace of the original Street Fighter 2 coin-op, but that doesn't matter and it plays brilliantly. If you want to play Super Street Fighter 2, try Casino Amusements near Goodge Street tube station in London, who have a mighty FOUR machines all linked up for mass tournament play - although only two characters are on screen at any time to stop anyone asking that question...

▲ Gary Harrod celebrates the arrival of our Super Streetfighter arcade machine...



▲ Many Q and Asters write to ask what games they should be watching out for. To our left is Young Merlin from Virgin, looking rather fine, whilst above is Run Saber, looking equally tasty. You ask, we deliver.

ROCKET CHIMP

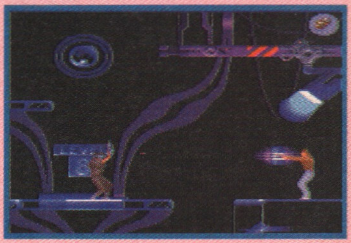
Q

Hello Jaz,
Could you please, please answer my questions about the Super NES and its hardware.

1 Would an American Multitap work on my PAL version Super NES?
2 If so, would the American Multitap work as a joystick convertor for my UK Super NES (PAL version), to enable foreign joypads to work on my UK Super NES?
3 If not, would an official Multitap (UK version) act as a joystick convertor?
4 What does a PAL Booster do?

Wai-Wai Tong, Peterborough

▲ Wasshappnin', man? Nuffin, man.



▲ Go, and take your complaints about my Quasar Dome with you...

A

JAZ

Right, let's get this straight. If you've got a UK Super NES, only UK joypads will work on it. As the Multitap plugs into the joypad ports, it is, technically speaking, a joypad in itself. As such, ONLY an official Multitap works on an official Super NES, and even then, imported joypads will not work on that official tap. If you've got a Japanese Super Famicom, though, you can use whatever bally joypads you darned well like, and be proud of it. The PAL Booster question is pretty simple. TVs in Japan use a different display, which shows some colours in a way unlike our own Tommy sets. The idea of the PAL Booster is to change the display of an imported Super NES so that it shows the Japanese colours on a UK TV, as early Super Famicoms used to show rather murky colours in this country. Nowadays conversions are usually loads better, and all PAL Boosters usually do is make any green on screen unbearably bright.

SELECT GAME
SUPER MARIO BROS. 3
SUPER MARIO 3
1991

Q+A

READER SYSTEM

Q CRABS

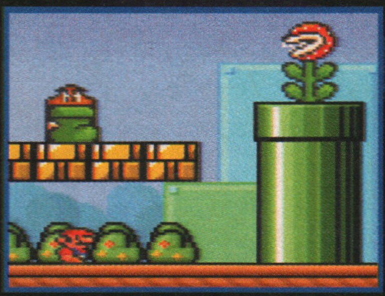
Dear NMS,
Could you answer me this question please. Why is it, when you have all the information for a preview, why don't you just do a full review instead? Please print this because I haven't had anything printed before. Yours hopefully,
Paul Nicholson, Selby, N Yorks
Wai-Wai Tong, Peterborough

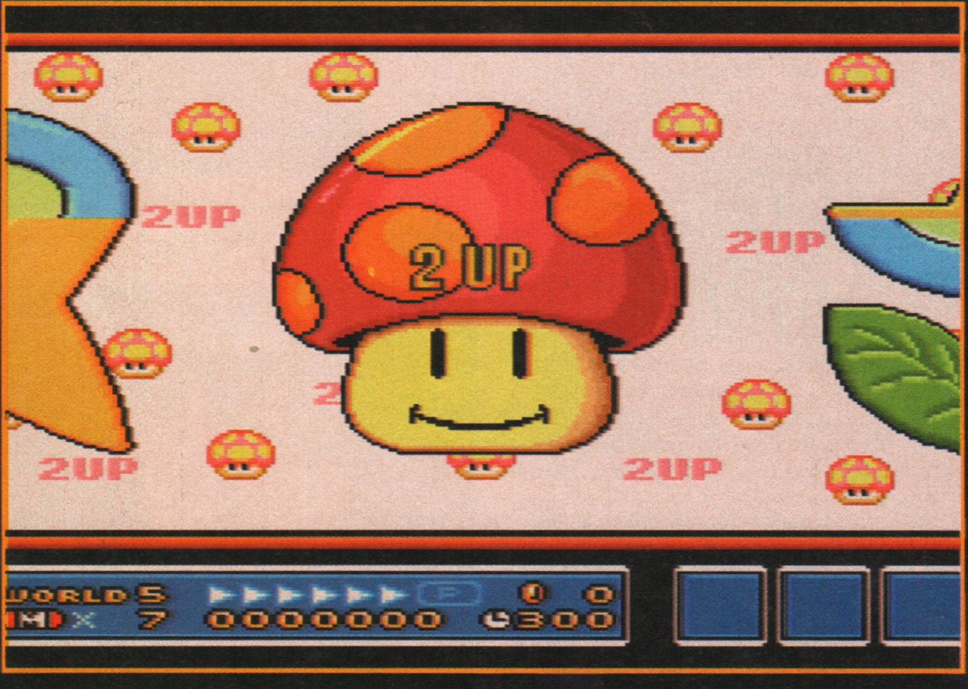
A

JAZ

Good grief, how come we didn't think of that? Blimey Paul, you've really got us with that one! We'll have to change our reviewing policy immediately! Actually, maybe not. You see, whilst some games might have all the graphics done and dusted, the actual coding of the game, that is, getting things to move about and interact with each other, is often far from finished, meaning we don't know how the completed product will play. Also, sometimes, when a game *is* finished, it may be several months until it's released. This means it's unfair to the readers to promote (or slag off) a game ages before anyone's ever going to see it. Publishing, eh?

02764
×3
PRESS START TO JOIN IN





Q SCAMPI

Dear Nintendo Magazine,
Please will you answer these questions for me? Ta mate!
1 Does anyone in the office read 2000AD or Judge Dredd the Magazine?
2 My cousins in France are being horrible to me because they reckon that their Neo Geo has got better games than my Super NES. Counting only playability and originality are the games better or worse?
3 Someone told me that the Game Genie codes you use on the carts can't be erased from the game. Is this true?
Becky Watson, Torquay, Devon

A

JAZ

Just about everyone in the office reads both 2000AD and Judge Dredd - but then again we get it for free so we're bound to. As for the Neo Geo, while it does have a couple of good games (Viewpoint and, er, oh I'm sure there's another one), on the whole the games are pretty derivative and uninspiring - despite the obvious graphical amazingness. There's also the slight problem of the carts costing anything up to £200. If you fancy playing on a Neo Geo there's any number of Multiplay machines in arcades and cinemas all over the country, and the games there are usually more up-to-date than those you can buy for the home machine. As for your final question, there's no danger in using either Action Replay or Game Genie carts. They can't permanently damage your games OR your console - providing you only take them out of the machine when it's switched off. The cart itself intercepts the information being relayed to the CPU of the console, so they don't actually affect the cartridge itself in any way - simply the signal it transmits. If you're interested in buying either of these gadgets, then you've got to know what you want. If you're just after a basic infinite lives type affair, and you'd like to be able to find your own codes to brand new games, then the Pro Action Replay is the best. It's available from Datel, who you can call on 0782 744707. If you're after a bit more after-sales service, including a codes hotline which is constantly updated, and you'd like some more interesting codes that do more than make a game easier, then the Game Genie is for you, so call Hornby Hobbies on 0843 225555 right now.

Well, that's it for this month. No more questions, no more answers, no more opening envelopes sealed down with an entire roll of Sellotape. God, you don't know what hell we've been through. Anyway, remember the rules on writing to the new improved Q&A, and together maybe we can make Q&A an even more fabulous place to be...

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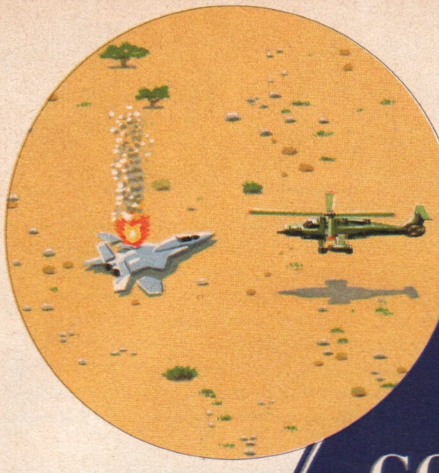

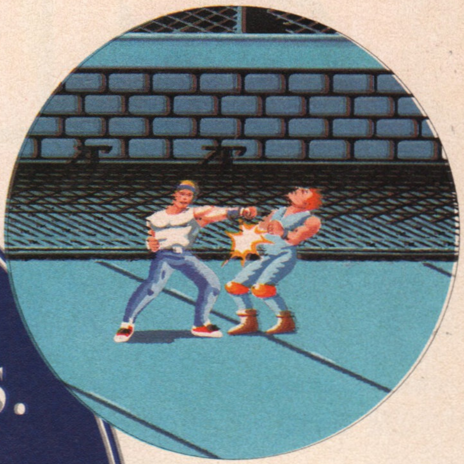

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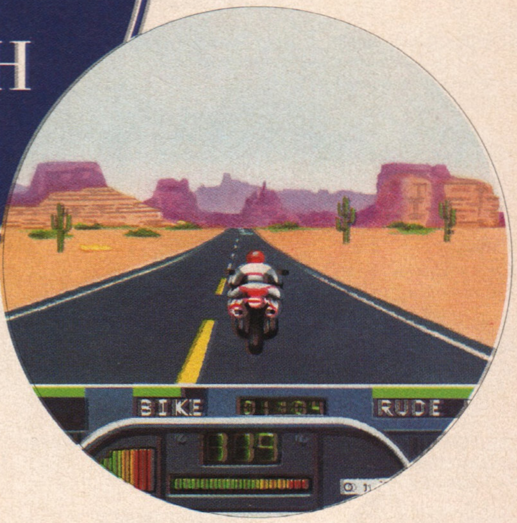
Lies Hank Plank...



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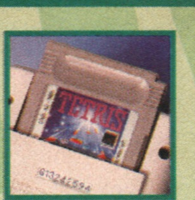
GAME INDEX



Why do we do it eh? Why do we come back month after month with this cavalcade of hilarity that we call the Game Index? Why? I'll tell you why. It's because we love you! That's right, we love every single hair on each one of your adorable little heads and this games index is our tribute to you. Cosset it. Treasure it. But most of all, think of us when you read it and above all look for this month's hidden word, which is duodenum. First Indexer who writes in and tells us where it is wins a free game. See, we do care...

SUPER NES

ADDAMS FAMILY
SEAL OF QUALITY
Glossy platform game which is great fun to play.
OVERALL:90%

ADDAMS FAMILY 2 - PUGSLEY'S SCAVENGER HUNT
Highly polished presentation and solid, if unoriginal, gameplay.
OVERALL:89%

AERO THE ACROBAT
The only platform game so far to feature a bungee jumping level. A new platform star is born.
OVERALL:86%

AMAZING TENNIS
SEAL OF QUALITY
Takes a bit of getting into, but worthwhile once mastered.
OVERALL:91%

AQUATIC GAMES
Limited and stupid "sports" package. Crap.
OVERALL:49%

ASTERIX
Lack of variety lets down otherwise spiffing platformer shock.
OVERALL:73%

BLAZING SKIES
Great graphics, shame about the shallow and frustrating gameplay.
OVERALL:49%

BLUES BROTHERS
Badly programmed platform charade. Avoid like the wind, my friends. How do you spell duo, duod, duode? Oh, maybe later...
OVERALL:47%

BOMBERMAN
SEAL OF QUALITY
Brilliant four-player action and thoroughly NMS-recommended.
OVERALL:93%

BRAWL BROTHERS
Better-than-average Final Fight clone, worth a look if you can't wait for Final Fight 2.
OVERALL:84%

BUBSY THE BOBCAT
Don't believe the hype, as Public Enemy might say.
OVERALL:79%

CALIFORNIA GAMES 2
Totally sacrilegious, destroys the reputation of the Cali Games phenomena, er, dude!
OVERALL:20%

CHAMPIONSHIP POOL
A great representation of the sport of pool, but more fun to play on a big table - and cheaper too!
OVERALL:81%

CHESTER CHEETAH - TOO COOL TO FOOL
Insipid pile of old trousers in platform guise.
OVERALL:69%

CHUCK ROCK
Amusing and action-packed platform puzzler.
OVERALL:89%

CLAYMATES
Great-looking platformer which falls short of the smart mark by being too frustrating.
OVERALL:80%

COMBATRIBES
Badly executed and very boring indeed to play.
OVERALL:46%

CONTRA SPIRITS
SEAL OF QUALITY
Incredible Super NES classic. An essential purchase.
OVERALL:95%

CYBERNATOR
SEAL OF QUALITY
Almost as good as Contra, and also a top priority buy.
OVERALL:93%

DESERT STRIKE
Novel twist to the shoot 'em up genre and highly enjoyable, if rock hard.
OVERALL:83%

DEVIL'S COURSE GOLF
This is absolutely awful, it really is.
OVERALL:39%

EVO
Steer your organism through the trials of evolution in this gaming equivalent of watching paint dry.
OVERALL:70%

EXHAUST HEAT
SEAL OF QUALITY
In-depth racing sim of doom. Less faffing than in the sequel.
OVERALL:92%

EXHAUST HEAT 2
SEAL OF QUALITY
Technically accomplished and groovy follow up to the original.
OVERALL:92%

FINAL FIGHT
SEAL OF QUALITY
Top quality beat 'em up which deserves a good home.
OVERALL:92%

FINAL FIGHT 2
Tragic waste of effort.
OVERALL:58%

FIRST SAMURAI
Shabby Amiga port-across. Avoid like the dentist.
OVERALL:62%

FIREPOWER 2000
Well programmed but pretty dull shoot 'em up. Look at Axelay et al first.
OVERALL:79%

FLYING HERO
Average cutesy shoot 'em up. Andy still likes it, sadly.
OVERALL:64%

F-ZERO
SEAL OF QUALITY
Flagship triumph of Mode 7. A definite classic.
OVERALL:90%

GODS
Challenging and pretty original, but clumsy controls and total Super NES capabilities bypass.
OVERALL:80%

GOOF TROOP
A highly-polished puzzle game from Capcom which suffers, but only slightly, from being a bit easy.
OVERALL:81%

GP-1
Dire, uncontrollable and unrealistic "race sim."
OVERALL:65%

GUNFORCE
Slowest game ever, and ridiculously easy to boot. One to not buy at any cost.
OVERALL:29%

IREM SKINS GAME
Relaxing golf knockabout. Probably the best Super NES golf game around right now.
OVERALL:76%

JAKI CRUSH
Minor gameplay erraticisms mar this otherwise splendid pinball sim.
OVERALL:86%

JIMMY CONNORS PRO TENNIS TOUR
Fiddly controls and faulty collision put this out of the league of Super Tennis.
OVERALL:79%

JURASSIC PARK
Smart ideas that just fail to be fully realised. Not bad though.
OVERALL:77%

KAWASAKI CARIBBEAN CHALLENGE
Hideous and shallow monstrosity.
OVERALL:36%

KEVIN KEEGAN'S PLAYER MANAGER
The only footy management sim on the Super NES. Features Super Kick Off too so it can't be bad!
OVERALL:89%

KI KI KATAI
SEAL OF QUALITY
Fantastic shoot 'em up which is as tough as tough can be.
OVERALL:90%

LAMBORGHINI AC
If skidding around the States is your bag, check this out. On the other hand, don't.
OVERALL:64%

LEMMINGS
SEAL OF QUALITY
Fabola puzzle game for people with lots of patience.
OVERALL:92%

LOST VIKINGS
Takes a bit of getting into, but this puzzle/platformer is really rather good.
OVERALL:80%

MARIO ALL-STARS
SEAL OF QUALITY
It's amazing. It iiiiiss. It iiiiiiiiss.
OVERALL:95%

MARIO AND WARIO
Average mouse game featuring Mario with a bucket on his head.
OVERALL:79%

MARIO IS MISSING
Edutainment finally strikes it lucky. This is an engaging detective puzzle thing and worth a look.
OVERALL:84%

MARIO PAINT
The novelty soon wears off, and all aspects are too limited to really make this worth the cash.
OVERALL:65%

THE MAGICAL QUEST STARRING MICKEY MOUSE
Brilliantly presented and good fun for a while, but it's hopelessly easy. Bah.
OVERALL:79%

MECHWARRIOR
Not much variety, but this is a tough giant robot battle simulation which is great fun.
OVERALL:81%

METAL MARINES
Excellent fast-paced strategy game. A good intro to the genre for first-timers.
OVERALL:85%

MISTER NUTZ
SEAL OF QUALITY
Cute and cuddly platform game that you'd be "Nutz" to miss. (Sorry)
OVERALL:90%

MONOPOLY
Do you like playing Monopoly on your own? Then buy this. Otherwise, steer clear.
OVERALL:56%

MORTAL KOMBAT
SEAL OF QUALITY
Fantastic conversion of the arcade original.
OVERALL:92%

ON THE BALL
A fast and furious arcadey puzzle game spoilt by its complete easiness.
OVERALL:82%

PAPERBOY II
Wobbly controls, abysmal graphics and almost no gameplay. What a waste.
OVERALL:41%

PILOTWINGS
SEAL OF QUALITY
The novelty doesn't last long, but underneath Pilotwings is complex and highly enjoyable.
OVERALL:90%

PLOK
Cute and chunky platform star. Slightly above average game.
OVERALL:81%

PUSHOVER
The puzzles aren't too taxing at first and the game doesn't seem very polished, but this is still quite good fun.
OVERALL:78%

Q*BERT III
Odd controls and lovely backgrounds but loses its appeal after a couple of days.
OVERALL:70%

RANMA 1/2 II
Excellent two player beat 'em up not even worth a glance in one-player mode.
OVERALL:79%

RIVAL TURF
A poor man's Final Fight. Not enough action, variety or playability.
OVERALL:48%

ROCK AND ROLL RACING
Interplay's pretender to the Mario Kart crown just falls short of true greatness. Definitely worth a go though.
OVERALL:88%

ROCKY RODENT
Slow-moving and ultimately dull platformer.
OVERALL:73%

SHADOWRUN
SEAL OF QUALITY
Simply incredible futuristic RPG. Buy it now.
OVERALL:90%

SIM CITY
SEAL OF QUALITY
In depth city-building strategy classic. Absolute must for all budding town planners.
OVERALL:93%

SMASHBALL
Surprise office hit takes a very old idea and brings it bang up to date. Great laugh in two-player.
OVERALL:89%

SONIC WINGS
The leading contender for the most feeble weapons award. Leave it on the shelf.
OVERALL:51%

STARWING
SEAL OF QUALITY
Skrikes! Incredible shoot 'em up. Every home should have one.
OVERALL:96%

STREETFIGHTER 2
SEAL OF QUALITY
Most famous game ever. A splendid conversion which everyone should have by now.
OVERALL:96%

STREETFIGHTER 2 TURBO
SEAL OF QUALITY
Got more money than sense? Can't live without a handful of extra bits bolted onto your Streetfighter cart? Then this is for you!
OVERALL:97%

STRIKER
SEAL OF QUALITY
Possibly the best soccer game on any machine.
OVERALL:92%

SUNSET RIDERS
The western genre gets a slightly below par treatment from the usually excellent Konami. Not too bad in two-player though.
OVERALL:72%

SUPER ADVENTURE ISLAND
Wonderboy hits the Super NES. Good fun but too easy.
OVERALL:78%

SUPER BACK TO THE FUTURE
A nice enough looking effort, but one which is ultimately devoid of fun.
OVERALL:64%

SUPER CASTLEVANIA
SEAL OF QUALITY
One of the best platform beat 'em ups on the Super NES. A definite must-have.
OVERALL:91%

SUPER FORMATION SOCCER 2
KIPPER OF COMMISERATION
Inept sequel which does nothing to improve dodgy prequel.
OVERALL:35%

SUPER GHOULS 'N' GHOSTS
SEAL OF QUALITY
Ultra-hard platform adventure revelling in its own brilliance.
OVERALL:94%

SUPER GOAL
Limited selection of moves and superhuman keepers put the nails in the coffin of this one.
OVERALL:60%

SUPER JAMES POND
Poor collision detection and horrendous slow down spoil what would otherwise be a fantabulous game.
OVERALL:78%

SUPER KICK OFF
Nowhere near as good as it should have been. Wait for Striker instead.
OVERALL:73%

SUPER MARIO BROTHERS IV
SEAL OF QUALITY
Graphics look a bit dated now, but the game is still as amazing as ever. One of the best video games of all time.
OVERALL:98%

SUPER MARIO KART
SEAL OF QUALITY
Superb, and challenging, comedy race game featuring Mario and pals.
OVERALL:92%

SUPER NBA BASKETBALL
SEAL OF QUALITY
Very dead good and deep basketball sim recommended to fans and non-fans alike.
OVERALL:92%

SUPER PUTTY
Pretty great game featuring the stuff that keeps your windows in as its main character. Worthy of your attention.
OVERALL:87%

SUPER R-TYPE
Bad case of the slowdown and low difficulty level makes this look very dated indeed.
OVERALL:76%

SUPER SLAM DUNK
Clever Mode 7 basketball game. A bit fiddly but highly enjoyable nonetheless.
OVERALL:88%

SUPER SOCCER
Technically outstanding but awkward to play and limited soccer game.
OVERALL:79%

SUPER STAR WARS
SEAL OF QUALITY
Superlative platform game which packs a big challenge with fantastic music too.
OVERALL:94%

SUPER TENNIS
SEAL OF QUALITY
Loads of moves, spot-on speed and a lengthy challenge make this the best tennis game ever.
OVERALL:94%

SUPER TETRIS 2
SEAL OF QUALITY
It's Tetris and, as a result, it's really good. Bonus game BomBliss is likewise smart.
OVERALL:93%

SUPER TURRICAN
Absolute waste of time conversion of an ancient C64 title that wasn't much cop.
OVERALL:68%

SYVALION

Original and responsive but repetitive and ultimately exceedingly dull.
OVERALL:41%

TINY TOON ADVENTURES
SEAL OF QUALITY
Ultra-cute and staggeringly varied platform game which is destined for classic status.
OVERALL:93%

TOM & JERRY
THQ have done it again! Yes, once more, that notorious software house has turned in yet another contemptible effort. Tom and Jerry is a platform game and it is very bad indeed.
OVERALL:37%

TOP GEAR
SEAL OF QUALITY
Ultra-fast and mega-smooth. The benchmark for two-player racing games.
OVERALL:91%

TOP GEAR 2
Nowhere near as good as the original but improves with playing.
OVERALL:80%

TRODDLERS
A fine and dandy puzzle game which is best with two players.
OVERALL:81%

TUFF E NUFF
Only four characters and no real scope for tactical play, but there's loads of moves and it's faster than Streetfighter 2.
OVERALL:89%

UN SQUADRON
SEAL OF QUALITY
Very very hard and certainly impressive. Another Capcom shoot 'em up winner hits you straight in the duo...duod...duede...guts.
OVERALL:94%

VIRTUAL SOCCER
SEAL OF QUALITY
Hudsonsoft's worthy contender for the footy sim world cup, and what a sterling effort it is too.
OVERALL:93%

WING COMMANDER
Over-presented and under-gameplayed, Wing Commander is a rather boring flight sim.
OVERALL:62%

WING COMMANDER 2: SECRET MISSIONS
More of the same really. Still not as good as it could be.
OVERALL:64%

WORDTRIS
Not good enough to justify the price tag, but still a taxing and enjoyable puzzle game.
OVERALL: 79%

WORLD HEROES
Unexciting beat 'em up that should have been a lot better.
OVERALL:69%

WWF ROYAL RUMBLE
Tedious grapple battles spoil an otherwise excellent game
OVERALL: 78%

XANDRA'S ADVENTURE
Doesn't look much, but Xandra's Adventure is tough, absorbing and highly playable.
OVERALL:89%

YOSHI'S COOKIE
Brilliant two-player puzzler, not so hot in single mode.
OVERALL:87%

YOSHI'S SAFARI
OK SuperScoper, but waaaaay too easy. For drainpipe diehards only.
OVERALL: 77%

ZELDA III
SEAL OF QUALITY
Huge, sprawling and very difficult RPG. A classic if you've got any patience whatsoever.
OVERALL:95%

ZOMBIES
SEAL OF QUALITY
Absolutely smart, though slightly spooky shooter with B-Movie references. Buy with all due haste!
OVERALL:94%

NES

ADDAMS FAMILY
Very few new ideas to be found here, but Addams Family is still quite a jolly platform jape.
OVERALL:71%

ADVENTURE ISLAND II
Wonderboy hits the NES. Mildly enjoyable but ultimately unrewarding.
OVERALL:71%

ADVENTURES OF LOLO
Intriguing isometric puzzle game. Very challenging but rather too sedate.
OVERALL:74%

AIRWOLF
Unoriginal and uninspiring, but a pretty solid blast all the same.
OVERALL:75%

ALFRED CHICKEN
SEAL OF QUALITY
Cockerel with attitude, Alfred, makes his NES debut in this fine conversion of the Game Boy classic.
OVERALL:91%

ALIEN3
Atmospheric and generally brilliant platform shoot 'em up.
OVERALL:84%

BAD DUDES
Too slow, too slow and too badly programmed to be of any interest at all.
OVERALL:39%

BALLOON FIGHT
Great fun at first, especially in two-player mode, but the appeal quickly wanes.
OVERALL:74%

BART VS THE WORLD
A dodgy and bland game. V poor.
OVERALL:35%

BATMAN
SEAL OF QUALITY
Incredible graphics and sound back up a long, challenging and highly enjoyable title.
OVERALL:92%

BATMAN II: RETURN OF THE JOKER
Looks great, sounds great, reasonably original, and very challenging.
OVERALL:83%

BATMAN RETURNS
Not bad Double Dragon-type beat 'em up which gets better further in, but still isn't earth-shattering.
OVERALL:74%

BATTLE OF OLYMPUS
Solve those puzzles! Play that role! Not as good as Zelda 2!
OVERALL:79%

BATTLETOADS
SEAL OF QUALITY
Long, arduous and taxing beat 'em up/platform game from Rare. Great fun, especially in two-player mode.
OVERALL:91%

BATTLETOADS DOUBLE DRAGON
Involving beat 'em up with plenty on the variety front.
OVERALL: 82%

BASEBALL
Slow, unresponsive and lacking in all those stats and things baseball fans like.
OVERALL:60%

BAYOU BILLY
Three-in-one type affair here, with a light gun level too. Good fun, but not essential.
OVERALL:79%

BIONIC COMMANDO
One of the hardest NES games ever ever. Good fun, but the difficulty level could put some players off.
OVERALL:81%

BLACK MANTA
Poor graphics disguise a varied and very playable game.
OVERALL:80%

BLADES OF STEEL
Ice Hockey sim with obligatory beat 'em up section. Good fun for single players, but best in 2-up mode.
OVERALL:85%

BLASTER MASTER
SEAL OF QUALITY
Blaster Master might be old, but it's still absolutely incredible. Great graphics, and heaps of variety. Essential purchase.
OVERALL:91%

BLUES BROTHERS
Grotty platform game in which you guide the Brothers around the landscape avoiding things. It's boring, inane and the graphics aren't much cop.
OVERALL:40%

BLUE SHADOW
Excellent platform game with Ninja combat-style overtones. Great graphics and plenty of action make this one that combat fans should look out for.
OVERALL:88%

BOULDERDASH
SEAL OF QUALITY
Fantastic fast-paced puzzle game which really stands the test of time.
OVERALL:90%

A BOY AND HIS BLOB
SEAL OF QUALITY
Imaginative mix of platform and puzzling action which is dead good.
OVERALL:91%

BUBBLE BOBBLE
Superb conversion of the ultra-cute bubble-blowing flick screen platform coin-op.
OVERALL:89%

BUCKY O' HARE
No originalityo, Bucky isn't a terrible game but offers nothing new.
OVERALL:72%

BUGS BUNNY'S BIRTHDAY BLOW-OUT
An absolute heap of cack.
OVERALL:35%

BURAI FIGHTER
A decent enough blaster with plenty of death and a bit of a challenge.
OVERALL:79%

CALIFORNIA GAMES
SEAL OF QUALITY
Pointless in one-player mode (there's no competitive 1-Up option) but great fun
OVERALL:91%

CAPTAIN PLANET
Shoot 'em up/platform type game which, sadly, is far too cumbersome to be enjoyable.
OVERALL:56%

CAPTAIN SKYHAWK
SEAL OF QUALITY
Smart isometric shoot 'em up from those lovely chaps at Rare.
OVERALL:90%

CASTLEVANIA
Playable enough platform game superceded by its sequel.
OVERALL:80%

CLU-CLU LAND
Bizarre Pac Man clone. Initially good fun, but severely limited long-term appeal.
OVERALL:62%

COBRA TRIANGLE
SEAL OF QUALITY
Isometrics a-go-go in Rare's boat racing shoot 'em up affair. Loads of levels and it's none too easy.
OVERALL:94%

CRACKOUT
Aaaaaarrrgh! Hideous Breakout clone. Utter pants.
OVERALL:21%

DARKWING DUCK
Stylish and challenging platformer.
OVERALL:85%

DAYS OF THUNDER
Alright, if lacking in variety, graphics but the action in this 3D racer is slow, tedious and chundersome.
OVERALL:39%

DEFENDER OF THE CROWN
Take a time warp in this mediaeval strategy game - back to the Land Before Gameplay. Not very good even if you like this sort of thing.
OVERALL:59%

DEFENDERS OF DYNATRON CITY
"Wacky" license, "cacky" game.
OVERALL:36%

DIGGER T ROCK
Action-packed arcade puzzler with decent graphics and oodles of gameplay.
OVERALL:89%

DONKEY KONG
Poor old Mr Kong is getting on a bit, and the simplicity of this pensionable title really shows it.
OVERALL:45%

DONKEY KONG JUNIOR
Four screens of yawns. There's not enough here to justify purchase.
OVERALL:46%

DOUBLE DRAGON
Not bad conversion of the legendary coin-op. Looking a bit dated, but still not bad.
OVERALL:75%

DOUBLE DRAGON II
A big improvement over the original title, Double Dragon II is heartily recommended to beat 'em up fans.
OVERALL:84%

DOUBLE DRAGON III
Loads of options and ideas, but it's too slow and ridiculously frustrating.
OVERALL:65%

DOUBLE DRIBBLE
Slightly confused perspective, but still has enough action to satisfy most basketball fans.
OVERALL:70%

DRAGON'S LAIR
Grinks! Do not even approach this travesty.
OVERALL:21%

DR MARIO
A bit too close to Tetris for comfort, but this is still a fun puzzle game.
OVERALL:88%

DROP ZONE
Feeble graphics but the gameplay is surprisingly fresh for this new conversion of an ancient coin-op.
OVERALL:87%

DUCK HUNT
Testimony to the righteous demise of the Zapper light gun, this is not very good indeed.
OVERALL:57%

DUCK TALES
SEAL OF QUALITY
Another golden oldie platform jape from those chaps at Disney.
OVERALL:90%

ELITE
SEAL OF QUALITY
Accomplished conversion of the classic trade 'em up then shoot 'em up legend.
OVERALL:91%

EXCITEBIKE
Nippy scrolling and courses drenched in laughs make this worthy of inspection.
OVERALL:84%

FELIX THE CAT
Good platform game let down by daft easiness setting. Good one for younger players, though.
OVERALL:71%

FESTER'S QUEST
Tedious scrollaround "adventure."
OVERALL:58%

FAXANADU
Plenty of depth but little action or excitement in this RPG-type affair. Try it if you're affair something different.
OVERALL:79%

FOUR-PLAYER TENNIS
Absolute steaming pile of old pants. Wobbly graphics, terrible sound, no moves, godawful collision detection and almost no response to the controls.
OVERALL:27%

GALAXY 5000
SEAL OF QUALITY
It's from Rare! It's an isometric race game! It's dead brill!
OVERALL:91%

GAUNTLET II
SEAL OF QUALITY
Smart maze-cum-shooting extravaganza which is well worth a look.
OVERALL:90%

GHOSTBUSTERS II
A variety of sub-levels make up this game. Sadly, none of them are much cop, and the graphics are trolleys.
OVERALL:57%

GHOSTS 'N' GOBLINS
Dodgy responses, frustrating gameplay and bad graphics.
OVERALL:55%

GOAL!
Terrible, terrible soccer mockery.
OVERALL:33%

GODZILLA
Ghastly scrolling plodalong which suffers dreadful flicker and frustratingly awkward gameplay.
OVERALL:41%

GOLF
Arcadey golfing sim recommended to fans of the sport.
OVERALL:76%

GRADIUS
SEAL OF QUALITY
Offers nothing new, but is spectacularly executed. Priority blasting purchase.
OVERALL:90%

GREMLINS II
Yet another good example of a Nintendo scrollalong shoot 'em up, available at budget price in some stores.
OVERALL:87%

GUMSHOE
This Zapper gun game has excellent graphics and some jaunty tunes backing the action, but the simple action grows dull very quickly.
OVERALL:68%

GUNSMOKE
Not bad conversion of the (very) old Wild West coin-op. It's getting on a bit though, so blasting fans would do well to check out a more recent shoot 'em up.
OVERALL:69%

HIGH SPEED
Great conversion of the Williams pinball table along similar lines to Pinbot. Worth a look if you're a pinball fan. If not, you might find the action a tad repetitive.
OVERALL:82%

HOGAN'S ALLEY
Though this is graphically quite nice, Hogan's Alley's gameplay is very limited and most of the game's options seem to be exhausted after a few sessions' play.
OVERALL:60%

HOOK
Unoriginal platform game which sports nice graphics but is sadly let down by lack of action and large areas in which there's very little to do.
OVERALL:62%

THE HUNT FOR RED OCTOBER
Bad graphics, terrible sound, but quite good gameplay in this shoot 'em up.
OVERALL:64%

HYPER SOCCER
A reasonable football game, which still fails to generate much in the way of soccer excitement.
OVERALL:62%

ICE CLIMBER
Guide your Eskimo through the platform levels of this tedious old piece of parp.
OVERALL:58%

IKARI WARRIORS
Poor responsiveness and frustrating gameplay put the nails in the coffin of this vertical blaster.
OVERALL:48%

IRONSWORD
Very tough indeed, but this follow-up to Wizards and Warriors is also very average.
OVERALL:77%

ISOLATED WARRIOR
Fab isometric blaster somewhat spoilt by a low difficulty level.
OVERALL:80%

JURASSIC PARK
Great conversion of a great film and one of the best games for the NES in ages. Purchase.
OVERALL:88%

KICK OFF
Poor ball logic and awkward controls ruin this potentially great soccer game.
OVERALL:36%

KABUKI
SEAL OF QUALITY
One of the best, and certainly most original platform beat 'em ups on the NES.
OVERALL:90%

KID ICARUS
Not bad, but pales in comparison to more recent platform games.
OVERALL:68%

JACKIE CHAN'S ACTION KUNG-FU
SEAL OF QUALITY
Superb platform game with great graphics and loads of challenge.
OVERALL:93%

JACK NICKLAUS GOLF
Slow, jerky and bug-ridden golf sim.
OVERALL:48%

KICKLE CUBICLE
Kickle Cubicle would be an excellent puzzle cum action game, but it's just too easy to complete.
OVERALL:72%

KUNG-FU
Doesn't look much, but the tough, challenging gameplay at knockdown price is quite a laugh. Worth a look for beat 'em fans.
OVERALL:72%

LIFE FORCE
SEAL OF QUALITY
Top notch two-player horizontally scrolling shoot 'em up with smart graphics.
OVERALL:92%

LEGEND OF ZELDA
Expensive RPG, but certainly worth a look for fans of the genre (© Cringy Cliches Inc).
OVERALL:86%

LEMMINGS
Good enough puzzler spoilt slightly by overly indistinct graphics.
OVERALL:85%

LITTLE NEMO
Jolly platform game which is just too darned hard for its own good.
OVERALL:79%

LOW-G MAN
Horrible graphics but excellent and innovative gameplay make this quite a jape.
OVERALL:84%

LUNAR POOL
Fun for pool fans, but a waste of time for the non-initiated.
OVERALL:75%

MACH RIDER
Laughable graphics and dull gameplay adorn this poor Roadblasters clone.
OVERALL:36%

MANIAC MANSION
Fantastic (and hilarious) icon-driven RPG. Essential providing you can afford the hefty price tag.
OVERALL:89%

MARBLE MADNESS
Not many levels, but this arcade conversion is still great fun.
OVERALL:85%

MARIO BROTHERS
Not of the Super variety, this is a single screen puzzle/platformer which is quite good, especially in two-player mode.
OVERALL:83%

MEGAMAN
SEAL OF QUALITY
First in the long-toothed platform series. Dead good, but very hard.
OVERALL:92%

MEGAMAN II
SEAL OF QUALITY
Incredibly impressive and good fun, but totally ultra-rock-doom-hard.
OVERALL:93%

MEGAMAN IV
Highly challenging quality game which is totally unoriginal.
OVERALL:81%

METAL GEAR
Samey backgrounds make this maze/shoot 'em up title confusing and dull.
OVERALL:52%

METROID
Graphically impressive with loads of original features and taxing gameplay.
OVERALL:80%

MIGHTY FINAL FIGHT

Cute looking parody of its big brother that sadly lacks the action a great beat 'em up requires.
OVERALL:77%

MIKE TYSON'S PUNCH-OUT!!!
SEAL OF QUALITY
Loads of moves, opponents and challenge, this is one of those classic NES games everyone should have.
OVERALL:94%

MISSION: IMPOSSIBLE
Smart RPG/adventure overtones lift this overhead-view blaster above the norm.
OVERALL:86%

NEW ZEALAND STORY
Perfect conversion of the arcade machine, marred by being far too easy.
OVERALL:79%

NINTENDO WORLD CUP
Terrible, terrible four-player soccer game not even one player should have to suffer.
OVERALL:33%

PAPERBOY
Retarded graphics, grotesque sounds and awkward, frustrating gameplay are the norm for this title.
OVERALL:30%

PINBALL
Very old, and also very superceded by the excellent Pinbot.
OVERALL:45%

PINBOT
Excellent graphics, unbelievable sound and brilliant playability, this is one fabbo game!
OVERALL:89%

POPEYE
Simplistic and limited, Popeye carries little lasting appeal, even for younger players.
OVERALL:67%

POWERBLADE
No marks for originality, but the enjoyable and challenging gameplay make this platform shoot 'em up worth a look.
OVERALL:88%

PRINCE OF PERSIA
Controls are awkward at first, but persevere and you'll find a challenging and rewarding platform game.
OVERALL:87%

PROBOTECTOR
A fast and furious blast converted from the old GryZor coin-op. Recommended to violence fans.
OVERALL:81%

PRO WRESTLING
Pathetic sprites, slow moving gameplay and no fun value whatsoever. Check out Tecmo Wrestling instead.
OVERALL:45%

RAD RACER
An old OutRun-style racer, but still matches up to the competition. A top game.
OVERALL:80%

RAD GRAVITY
Rad Gravity is a cool platform game, with nice blasting elements added in for good measure. Recommended for platform fans after a challenge.
OVERALL:82%

RAINBOW ISLANDS
This is a good conversion of the Taito coin-op, ruined by slow gameplay and poor response.
OVERALL:67%

RC PRO-AM
Quite a nice isometric racer, this, but overshadowed by the sequel.
OVERALL:85%

RC PRO-AM 2
Brilliant game for up to four players, although there is a better game of this type on the market.
OVERALL:87%

RESCUE
Terrible collection of dull sub-games in this terrorist-siege-breaking exercise.
OVERALL:41%

RESCUE RANGERS
With one or simultaneous two-player options, Rescue Rangers is fast, smooth, cute and playable. A very good game that should appeal to platform fans.
OVERALL:88%

ROAD BLASTERS
Far too easy - any competent player should get through it in no time. Once completed, Road Blasters doesn't have much to attract you back for more.
OVERALL:48%

ROAD FIGHTER
Absolute trousers.
OVERALL:9%

ROBOCOP
Sluggish controls and very repetitive gameplay don't makes things much fun in this grotty platform game best described as the duodenum in the body of life.
OVERALL:60%

ROBOCOP 2
Slick, but ultimately frustrating platform game which features plenty of challenge but nothing new or exciting in terms of gameplay features.
OVERALL:76%

ROLLERGAMES
Fairly jolly but rather repetitive future sports simulation which could do with better visuals.
OVERALL:76%

ROBO WARRIOR
An original, but limited, slow and dull game in which you bomb your way through a series of baddie-packed screens.
OVERALL:51%

RODLAND
Simple and entertaining game for Bubble Bobble fans.
OVERALL:79%

RUSH 'N' ATTACK
Otherwise known as Green Beret, this is a fairly simplistic but very compulsive beat 'em up packed with senseless violence.
OVERALL:83%

RYGAR
The gameplay in this beat 'em up is fairly interesting but on the whole, Rygar is probably only worth buying if you remember enjoying the coin-op.
OVERALL:70%

SECTION Z
This game is severely lacking in excitement as it's so repetitive and the weapons are completely weedy. Save your money and your sanity.
OVERALL:46%

720 DEGREES
This is a very decent conversion of the old Atari skateboarding coin-op which sports plenty of challenge and variety. A must for fans of the coin-op and skateboarders in general.
OVERALL:84%

SHADOWGATE
Shadowgate is an icon-driven adventure game crammed with frustrating puzzles and thousands of unfair sudden death scenarios.
OVERALL:26%

SHADOW WARRIOR
This a great slash 'em up that's well-presented with groovy graphics and sound. Challenging and superb fun and well worth your pounds sterling.
OVERALL:89%

SILENT SERVICE
An addictive and involving submarine sim for strategically-minded NES owners.
OVERALL:87%

SIMON'S QUEST
There's not a lot of variety, but hardened arcade adventure fans should find the gloomy atmosphere is most engrossing.
OVERALL:85%

SIMPSONS: BART VS THE SPACE MUTANTS
It might not exactly be action packed, but there's enough to this platformer to make it worthwhile to even not Simpsonsites.
OVERALL:88%

SKATE OR DIE
Skate or Die is a fun game with great graphics and is highly recommended to board thrashers.
OVERALL:82%

SMASH TV
SEAL OF QUALITY
A complete, full and really excellent conversion of the ultra-violent coin-op. Death fans should rush out and purloin this immediately.
OVERALL:90%

SNAKE, RATTLE 'N' ROLL
SEAL OF QUALITY
The excellent graphics add atmosphere to the proceedings and the tough gameplay means there's weeks of play, at least, to this game.
OVERALL:94%

SNAKE'S REVENGE
Snake's Revenge is extremely difficult to play, slow, unrewarding and tedious.
OVERALL:49%

SOCCER
Even though this is positively ancient, it's still miles better than all the newer Nintendo football games.
OVERALL:83%

SOLAR JETMAN
SEAL OF QUALITY
Tough, addictive and great fun, Solar Jetman is a space shooting and collecting game no NES owner should be without.
OVERALL:95%

SOLOMON'S KEY
This is an excellent conversion of the Data East coin-op, which is one of the best arcade puzzle games out. One for brain fans and no mistake.
OVERALL:83%

SOLSTICE
With its excellent forced perspective graphics, amazing sound and involving gameplay, Solstice is an essential purchase.
OVERALL:89%

SPIDER MAN AND THE RETURN OF THE SINISTER SIX
A not-bad game which is made somewhat redundant by the wealth of other games of this ilk. Still, Spiderman fans might like it.
OVERALL:70%

SPY VS SPY
Based on the MAD magazine comic strips, Spy vs Spy is one of the finest two-player games ever, just because of the vast potential for playing super-sneaky tricks on your opponent.
OVERALL:84%

STEALTH ATF
A promising-sounding but ultimately dull aerial combat game in which you guide the fighter of the title against the marauding enemy hordes.
OVERALL:54%

SUPER MARIO BROTHERS
SEAL OF QUALITY
This is the first in the Super Mario series and was originally given away with the NES machine, and it's great. Fast moving, challenging and great fun.
OVERALL:95%

SUPER MARIO BROTHERS II
SEAL OF QUALITY
Although superceded by the third Mario game, this is still a top quality purchase for platform fans.
OVERALL:96%

SUPER MARIO BROTHERS III
SEAL OF QUALITY
The game map is absolutely huge, and there's loads of sub-games and other treats to add a bit of variety. Definitely the best NES game around, and one which absolutely no NES owner should be without, really honestly this time.
OVERALL:98%

SUPER OFF-ROAD
Yet another four-player isometric race game from Rare. However, although this is okay with more than one player the repetitive nature will put single players off.
OVERALL:81%

SUPER SPIKE VOLLEY-BALL
With its Four Score compatibility allowing up to four players to take part, Super Spike Volleyball is a great game that should appeal to most sports fans.
OVERALL:83%

STAR WARS
SEAL OF QUALITY
Possibly the hardest game available for the NES, but it's not offputting because it's just so darned enjoyable. Exciting and varied, Star Wars is an NES classic.
OVERALL:95%

SWORDS AND SERPENTS
Short on action, but long on depth, this is one that adventure and role-playing fans will go bonkers over.
OVERALL:81%

TEENAGE MUTANT HERO TURTLES
Turtles is a fun game that provides plenty of beat 'em up action, and a hint of exploration which taxes your brain too. Worth checking out.
OVERALL:86%

TEENAGE MUTANT NINJA TURTLES: THE ARCADE GAME
Turtles II is a very close coin-op conversion, but when it comes down to it, there isn't much in the game and the repetitive action soon grows stale.
OVERALL:64%

TENNIS
Nintendo Tennis is quite playable. It's also the only Tennis game available on the NES anyway, so it's this or nothing.
OVERALL:75%

TEN-YARD FIGHT
Ten Yard Fight is a simple, but fun arcade game and is worth looking at if you're new to American football and want to learn more about the sport.
OVERALL:76%

TERMINATOR II
Five limited levels, most of which are set around a tedious platform environment. Dull and very unoriginal. For die-hard movie fans only.
OVERALL:72%

TETRIS
SEAL OF QUALITY
The control system is easy to handle, the competitive two-player option has been included and the music is pretty good too. Another belongs-in-every-collection games.
OVERALL:91%

TIGER HELI
This is a fairly straightforward up-the-screen blast in which the player pilots a heavily-armed combat chopper. Not the greatest of shoot 'em ups.
OVERALL:65%

TINY TOONS
The graphics and sound in this platformer are great, and the gameplay fun enough to keep you at it for yonks.
OVERALL:86%

TIME LORD
This game has a great idea, but the overall execution is a tad lacking and the game itself lacks the kind of excitement we'd like to see.
OVERALL:60%

TOM AND JERRY
It's a shame to see Tom and Jerry starring in an unoriginal platform game. Yes, it's fun. But there are loads of better games of this sort already available.
OVERALL:78%

TOP GUN
A pretty good simulator which requires a fair bit of skill.
OVERALL:79%

TOP GUN II
Top Gun II is not recommended because the graphics are extremely awful and the gameplay is very dull indeed.
OVERALL:51%

TOTALLY RAD
Promising sounding platform game sadly let down in its execution. It's just not fun enough to lift it out of the veritable sea of platform games available on the NES.
OVERALL:74%

TO THE EARTH
Very nice graphics and plenty of other neat presentation features set this apart from the other light gun games, so if you've got a Zapper, check it out.
OVERALL:80%

TURBO RACING
It's nice to see a nice fast action-filled effort like Turbo Racing. Graphics are a bit rough, this is more than made up for by the exciting gameplay. Check it out.
OVERALL:80%

TRACK AND FIELD II
With multi-player action and plenty of tough and challenging button-bashing gameplay, this is a sports simulation no Nintendo owner should miss.
OVERALL:89%

TROG
Trog is a PacMan-style coin-op with nice graphics, but no amount of presentation can disguise the simplistic gameplay.
OVERALL:70%

TROJAN
This is quite a decent beat 'em up, but though the graphics are fine, the gameplay is a bit dull. Still above average though.
OVERALL:72%

URBAN CHAMPION
A dull and particularly unoriginal beat 'em up, go for Double Dragon II instead.
OVERALL:54%

WILD GUNMAN
Wild Gunman is a colourful Zapper title. It's quite good fun, but gets a bit boring after a while.
OVERALL:67%

WIZARDS AND WARRIORS
A smart-looking but pretty monotonous fantasy platform title which doesn't match up to most of the competition.
OVERALL:72%

WORLD WRESTLING
World Wrestling from Tecmo has great graphics, loads of options and corking gameplay. It's dead good.
OVERALL:84%

WRECKING CREW
A platform hammer 'em up with loads of screens and plenty of challenge.
OVERALL:81%

WWF SUPERSTARS OF WRESTLING
This version of WWF is good fun for a while, but it's a tad easy and only the two-player option really gives you great value for money.
OVERALL:80%

XEVIOUS
The smart graphics of the coin-op are lost, so all you're left with is a passable, but hardly exciting up-the-screen blast.
OVERALL:65%

ZELDA II: ADVENTURE OF LINK
SEAL OF QUALITY
Even non-RPG fans will flip at this superb title, and although the price tag is somewhat hefty Adventure of Link is easily worth a go.
OVERALL:94%

GAME BOY

ALFRED CHICKEN
SEAL OF QUALITY
Twelve large levels packed with secret rooms and bonus stages for Alfred's probing pecker. As brilliant as it is daft.
OVERALL:91%

ALIEN III
SEAL OF QUALITY
Excellent shooter, with exploration and puzzle elements sidling in to join the fun. Highly recommended.
OVERALL:90%

ALLEYWAY
A sad version of the ancient game, Breakout. Enough said.
OVERALL:27%

BALLOON KID
Become a balloon's best friend in this rather weird floating collect 'em up. Strange, dull, repetitive and, er, balloony.
OVERALL:51%

BART SIMPSON'S ESCAPE FROM CAMP DEADLY
Help Barty escape in this multi-level platform game. An enjoyable if not overly original title.
OVERALL:85%

BART VS THE JUGGERNAUTS
A sort of Simpsons meets the Gladiators. Not bad, and it gets better as it goes along.
OVERALL:71%

BASEBALL
With its two-player link-up option and addictive gameplay, Baseball is recommended to sports fans on the move.
OVERALL:75%

BATMAN
SEAL OF QUALITY
With small but nicely detailed graphics and excellent sound, this is one of the most addictive Game Boy platformers.
OVERALL:91%

BATTLETOADS
SEAL OF QUALITY
Although the graphics are fiddly, this is a great game which any self-respecting beat 'em up fan should have.
OVERALL:90%

BEST OF THE BEST
Graphics aside, one of the better Game Boy beat 'em ups, but then again that's not saying much.
OVERALL:65%

BIONIC COMMANDO
Rad enjoys a new lease on life in Capcom's revival of the arcade classic. With superb presentation and a cool factor of ten, grab it!
OVERALL:84%

BLADES OF STEEL
Plenty of Ice Hockey style action as two teams compete on a horizontally scrolling rink. The action is fast and addictive.
OVERALL:82%

BLUES BROTHERS
Yet another attempt at the Blues Brothers theme. Avoid. Avoid. Avoid.
OVERALL:53%

BOMB JACK
Hit the road, Jack! This is a tiresome conversion of a hoary old coin-op which is about as explosive as a soggy match.
OVERALL:68%

BOULDERDASH
SEAL OF QUALITY
Puzzles-a-plenty as you try to grab the jewels and dodge the boulders and find your way to the exit without blocking yourself in.
OVERALL:90%

BOXXLE
Highly original puzzle game and recommended to people who like to use their brains rather than their joysticks.
OVERALL:83%

BUBBLE BOBBLE
SEAL OF QUALITY
Burst the bubbles, kill the meanies and move on to the next screen. Er, that's it. Fast, fun and very addictive.
OVERALL:90%

BUBBLE GHOST
Guide a bubble around an environment fraught with danger. A highly original, fun title and well worth a gander.
OVERALL:81%

BURAI FIGHTER DELUXE
Horizontally-scrolling shoot 'em up type story of a mega-powerful robot and his fight against injustice. Hooray!
OVERALL:83%

BURGERTIME DELUXE
Drop burger ingredients into a dish by running over them and squishing the enemy. A good laugh, but repetitive.
OVERALL:78%

CASTLEVANIA
Battle your way through four large scrolling platform landscapes. The gameplay is addictive and fun.
OVERALL:79%

CHASE HQ
The Game Boy just can't cope with the speed necessary to make this game really thrilling.
OVERALL:42%

CHESSMASTER
SEAL OF QUALITY
It's Chess and it's very, very good. In fact, it's completely brilliant. Need we say more?
OVERALL:96%

CHOPLIFTER II
SEAL OF QUALITY
Guide a chopper around scrolling landscapes, rescuing hostages and blowing up anything that gets in your way. Highly cool and addictive.
OVERALL:92%

CRASH DUMMIES
The crash Dummies ski, drive and dive their way to destruction but all in the best possible taste. Varied, wild and crazy!
OVERALL:86%

DARKWING DUCK

SEAL OF QUALITY

Capcom's Disney titles are always excellent and this is no exception. In fact it's one of their best! Highly ingenious!

OVERALL:91%

DIG DUG

A miner named Digby literally blows-up Pookas and Fygars with a hand pump. Bizarre, but quite a laugh nonetheless.

OVERALL:84%

DR FRANKEN

SEAL OF QUALITY

Frankie's quest to find the various parts of his girlfriend looks, sounds and plays magnificently, while the password system and gameplay make it a winner.

OVERALL:92%

DR FRANKEN 2

Good looking, good fun, but too easy.

OVERALL:74%

DROP ZONE

In spite of it's age, hidden beneath the humble,simplistic facade is a superb and thoroughly enjoyable game.

OVERALL:86%

DOUBLE DRAGON

With great graphics and sound, Double Dragon is an excellent mini-replica of the classic arcade game, featuring all the original's thrills and spills.

OVERALL:83%

DOUBLE DRAGON II

Improves on the original with better graphics and gameplay. Some might find it a bit too similar to the first, but beat 'em up fans will love it!

OVERALL:88%

DR MARIO

Nintendo's own Tetris clone makes it to the Game Boy, and it's great. Highly recommended to puzzle fans.

OVERALL:87%

DUCK TALES

This has unmistakable Disney graphical touch and oodles of playability. The problem is that it's not very hard.

OVERALL:78%

DYNA BLASTER

Place strategic bombs in an attempt to clear each screen of baddies before advancing onto the next, harder screen. Simple but very addictive.

OVERALL:88%

EDD THE DUCK

A terrible platform abomination,

OVERALL:41%

F1 RACE

The first four-player Game Boy game - and it even comes with a free four-way adaptor! The game itself is an excellent OutRun-clone, and rather good.

OVERALL:88%

F-15 STRIKE EAGLE

Microprose's aging flight simulator makes the conversion over to the Game Boy quite well - a thinking man's Afterburner.

OVERALL:83%

FELIX THE CAT

Great fun, but way too easy and a bit too slow.

OVERALL:70%

FERRARI

Slickly-programmed racing game sadly let down by its laughably low difficulty setting.

OVERALL:37%

FIRE FIGHTER

Highly original and taxing title. Well worth a look.

OVERALL:81%

FOOTBALL INTERNATIONAL

Put simply, this is a hopelessly dull football game. Get Kick Off instead - it's miles better.

OVERALL:41%

FORTRESS OF FEAR

A sort of mediaeval Double Dragon. The graphics and sound are good and the playability is solid enough to keep you coming back.

OVERALL:80%

GARFIELD

Original and entertaining platform-puzzle concoction.

OVERALL:84%

GARGOYLE'S QUEST

Some pretty good gamesplaying skills are required to make your way around this game's unfriendly platform environment, but it's all very addictive.

OVERALL:80%

GAUNTLET II

A perfect mini-replica of the classic coin-op that contains all the graphics, speech and playability of the coin-op. There's even a skill two-player mode.

OVERALL:88%

GB KID

Bonking ahoy! GB Kid trounces the life out of his prehistoric foes in his first quality adventure. The only problem is that the game's easy to complete!

OVERALL:79%

GHOSTBUSTERS II

With humorous graphics and some quite decent tunes, Ghostbusters II manages to both entertain and challenge, with six different missions to test you.

OVERALL:81%

GOAL

For footy game masochists only.

OVERALL:41%

GOLF

This is a great golf game that plays a great game of golf. Need we say more?

OVERALL:88%

GREMLINS II

Once more it's platforms a go-go. Gremlins II is certainly challenging and it has some wonderful graphics and music.

OVERALL:80%

HAMMERING HARRY

SEAL OF QUALITY

Well decent little platform with some spiffy graphics and well-tuned playability. Well worth a look.

OVERALL:90%

HOME ALONE

Home Alone is a sad, dull, boring game with mournful graphics, forlorn sound and awful playability. Apart from that, it's rubbish.

OVERALL:38%

HOOK

Quite entertaining for a while, but there just doesn't seem to be that much to do in each level to sustain the interest.

OVERALL:66%

HUMANS

Although slow to start with, Humans proves a high standard cart let down by the most important factor: playability.

OVERALL:74%

HUNT FOR RED OCTOBER

SEAL OF QUALITY

Brilliant conversion of the Sean Connery movie, with an amazingly good two-player mode where the second player takes control of an entire fleet! Brilliant.

OVERALL:92%

HYPER LODERUNNER

If you enjoy a really tough challenge, this platform game is highly recommended. But beware - it's VERY hard!

OVERALL:71%

JOE & MAC: CAVEMAN NINJA

This game is one of the least inspiring platform arcade games, consequently even a spot-on conversion would fail to impress. And lo, it doesn't.

OVERALL:65%

JURASSIC PARK

Actually this isn't bad at all. Lots of novel features and large too. Give it a whirl.

OVERALL:82%

KID ICARUS

Fairly jolly adaptation of the NES platform game provides the fun, but is now getting rather long in the tooth.

OVERALL:71%

KID DRACULA

The larger than average character design works well as Kid attempts to learn even more tricks in this platform adventure. It's too easy though. Boo!

OVERALL:77%

KIRBY'S DREAM LAND

SEAL OF QUALITY

A highly original, amazingly playable game from the creator of Mario. If this one doesn't grab you, nothing will! Kirby is a superb character and his game is one of the most imaginative platformers available.

OVERALL:94%

KUNG-FU MASTER

This loose translation of the aging Irem coin-op is very dull indeed with mournful graphics and sound along with tedious gameplay. The last nail in the coffin is the pathetic difficulty level.

OVERALL:17%

KWIRK

This is a puzzle game where your tomato-like hero(!) must shift oddly-shaped blocks into gaping holes to traverse mazes and reach the exit. It's fun!

OVERALL:85%

LAMBORGHINI AC

The skid marks on the racing track of life.

OVERALL:39%

LEMMINGS

Short and sweet: Lemmings on the Game Boy is a great conversion of a classic game. An enormous laugh.

OVERALL:88%

LETHAL WEAPON

A ropey little fisticuffs fest which doesn't come anywhere near the excitement of the movies. Wide berth required.

OVERALL:45%

LOONEY TUNES

SEAL OF QUALITY

The Looney Tunes star in an exciting and varied cartoon collection of shoot em ups and platform-related hilarity. Get this!

OVERALL:90%

MARBLE MADNESS

Guide your marble around a number of increasingly tricky slalom slopes, featuring many pitfalls. Perfectly suited to the Game Boy and long on playability.

OVERALL:87%

MAX

Max owes a lot to Bionic Commando, but still manages to add a few tricks of his own. Plenty of explosive goings on, with a high standard of gameplay elsewhere.

OVERALL:84%

McDONALDLAND

A standard fare, fast food adventure into McDonaldland. Trouble is, there are tastier treats available.

OVERALL:75%

MERCENARY FORCE

Fairly dull action game which fails to supply the necessary ingredients to make it a worthwhile purchase.

OVERALL:62%

METROID II

Big and absorbing arcade adventure/platform game that's well worth checking out if you're into games of this type.

OVERALL:81%

MOTOCROSS MANIACS

Motocross has never been any weirder than in this off-road biking game! It's tricky, but good fun - especially against a computer opponent - and provides plenty of amusement for a while.

OVERALL:76%

MR DO!

Although not entirely faithful to the coin-op, Mr Do! is still a highly playable conversion well worth a look.

OVERALL:86%

NAVY SEALS

This platform shoot 'em up is amazingly super hard, but if you're dead good it's well worth a look.

OVERALL:80%

NEMESIS

A great conversion based on the classic coin-op. It's not simple, and shoot 'em up fans should really get into the action. Go for it!

OVERALL:88%

NIGEL MANSELL'S WORLD CHAMPIONSHIP

Unrealistic Super NES conversion best not bought.

OVERALL: 61%

NINTENDO WORLD CUP

This is a shambolic mockery of a clapped-out Soccer game. Avoid.

OVERALL:31%

OTHELLO

Although it mightn't look or sound it, Othello is an addictive and enjoyable board game which you'll go back to time and time again.

OVERALL:89%

PACMAN

PacMan is as PacMan does, and this is as flawless a conversion of the crumbly arcade game as you will ever find.

OVERALL:80%

PAPERBOY

Ultra-blurry graphics, rubbish bike handling and dodgy collision. A disappointing conversion that will appeal to arcade fans only.

OVERALL:67%

PINBALL

This is so realistic you find yourself tilting your Game Boy around to try and influence where the ball goes!

OVERALL:79%

POPULOUS

Ambitious long-term game which is dead good.

OVERALL:81%

POWER PAWS

A great game which lacks real long-term staying power.

OVERALL:73%

PRINCE OF PERSIA

SEAL OF QUALITY

This must rank as one of the greatest platform games of all time, and its combination of fiendish puzzles and pinpoint platform action is a winner.

OVERALL:92%

PRINCE VALIANT

An interesting concept but is neither impressive graphically nor in-depth enough to warrant priority purchase.

OVERALL:65%

QUARTH

SEAL OF QUALITY

Looking like a cross between Tetris and Space Invaders, Quarth is an enjoyable and addictive little game which offers plenty of challenge and lasting appeal.

OVERALL:90%

QIX

Similar to Volfied and a jolly little game with plenty of long-lasting appeal.

OVERALL:81%

RADAR MISSION

Mediocre action game in which you guide your ship against enemy forces. Fun for a bit, but soon gets dull.

OVERALL:64%

RAMPARTS

A rather insubstantial and disappointing conversion of the popular arcade strategic blast.

OVERALL:58%

RESCUE OF PRINCESS BLOBETTE

The puzzling jelly bean action would be fun, but there's too many wide open spaces where nothing happens. Shame.

OVERALL:68%

REVENGE OF THE 'GATOR

SEAL OF QUALITY

At last there's a great pinball game on the Game Boy, full of ramps, bumpers, multi-balls, bonuses and all the trappings you'd expect.

OVERALL:91%

ROBIN HOOD

An original approach to a film license. The game is packed with puzzles and RPG overtones that add up to a large and interesting game. Definitely worth a look.

OVERALL:88%

ROBOCOP

A good enough version, but the small graphics make things a tad tricky. A shame, because this could have been great.

OVERALL:72%

RODLAND

Tam and Rit take their sticks to the hides of a variety of cutesy platform types in this slightly repetitive Game Boy excursion into Rodland.

OVERALL:78%

R-TYPE

Use your top flying skills to survive in this pretty tough conversion of the coin-op. The graphics are pretty good and it's highly playable.

OVERALL:82%

SIDE POCKET

Master ballistics professors will love this one, although anyone else's interest may wane pretty quickly.

OVERALL:73%

SKATE OR DIE (TOUR DE THRASH)

Whilst this has a promising title and looks like it might be fun, the implementation is poor. The bonus half-pipe event is quite entertaining but doesn't justify the price tag at all.

OVERALL:63%

SKATE OR DIE II (RAD 'N' BAD)

Super-speedy platform skate game with lots of skate-style action. If your interest in conventional platform games is waning, try this for size.

OVERALL:81%

SNEAKY SNAKES

Those wicked reptiles who appeared in the brilliant NES game Snake, Rattle 'n' Roll are back again in this superb Game Boy arcade game. An absolute must.

OVERALL:89%

SNOOPY'S MAGIC SHOW

The plodding platform gameplay belies the tricky puzzle action in this thoroughly enjoyable game. It's not particularly tough, but while it lasts it's very addictive.

OVERALL:84%

SOLAR STRIKER

After a couple of goes this blaster soon becomes boring. It's all right, but there are no real surprises to keep you going back to it.

OVERALL:69%

SOLOMON'S KEY

Good adaptation of the coin-op platform/puzzle game. The gameplay is addictive, but sometimes the titchy graphics make it difficult to see what's going on.

OVERALL:82%

SPEEDBALL II

Not so much Speedball as blurred ball, the Game Boy's tiny screen cannot cope with the intensity of this future sport. Boo!

OVERALL:65%

SPEEDY GONZALES

Speedy and challenging. One of the best platform games on the Game Boy. Geev eet a look.

OVERALL:82%

SPIDER-MAN

Spider-Man is a thoroughly enjoyable beat 'em up which has some amazing graphics and plenty of variety. A must for wall-crawlers everywhere.

OVERALL:85%

SPIDERMAN 2

Fiddly and disappointing platform beat 'em up.

OVERALL:79%

SPIDERMAN 3

Terrible, terrible waste of money.

OVERALL:40%

SPY vs SPY

Always good for a laugh with two players, but likely to lack the same appeal with one. Worth a look.

OVERALL:82%

STAR WARS

The first of this epic saga, Star Wars on the Game Boy is every bit as good as the NES version. Enjoy the top class platform action as the plot of the film unfolds.

OVERALL:89%

SUPER HUNCHBACK

Jolly platform game starring everyone favourite deformed character. There are loads of secret screens and the action is challenging enough to keep the fans happy.

OVERALL:81%

SUPER KICK OFF

SEAL OF QUALITY

The greatest football game ever is now on the Game Boy and it's as good as could possibly be expected. Buy it.

OVERALL:93%

SUPER MARIO LAND

SEAL OF QUALITY

Although this brilliant game doesn't take long to finish, there are loads of secret things to uncover and the gameplay's so good you just keep on going back to it!

OVERALL:90%

SUPER MARIO LAND II

Effectively Super Mario World for the handheld, this is a stunning game, which is only let down by being too easy. There's loads to see, even more to do, and still represents a worthwhile buy.

OVERALL:87%

SUPER RC PRO-AM

Those Rare guys are at it again - converting one of their fab NES carts to the Game Boy. This time it's of the isometric-view radio controlled car racing game, and it's great.

OVERALL:87%

TAZMANIA

I'll say one thing for THQ, they're certainly consistent! Avoid this product.

OVERALL:52%

TEENAGE MUTANT NINJA TURTLES

SEAL OF QUALITY

A decent beat 'em up with plenty of action and some great graphics to drool over. Turtle fans are bound to go bonkers over this.

OVERALL:90%

TEENAGE MUTANT NINJA TURTLES II

Harder than the original, with some sampled speech. Once again, Turtle fans will love this.

OVERALL:85%

TENNIS

One of the best Tennis games available on any system, this is challenging, addictive, and lets you play virtually any shot. Recommended.

OVERALL:86%

TERMINATOR 2

SEAL OF QUALITY

As film licenses go, this is one of the best. Loads of action, great graphics and sound. A fab game.

OVERALL:90%

TETRIS

SEAL OF QUALITY

Free with the UK version of the Game Boy, this puzzle game is absolutely terrific and unbelievably addictive. Still one of the best Game Boy titles yet seen.

OVERALL:95%

TITUS THE FOX

A platform game that stars a leather clad fox who is out to rescue his similarly fashion conscious vixen may sound a bit dull and tedious. It is.

OVERALL:45%

TOP RANK TENNIS

Best tennis title for the Game Boy. It's ace (ho ho).

OVERALL:89%

TRACK MEET

Thoroughly enjoyable Track and Field-type sports simulation, which can get samey after a while.

OVERALL:75%

TRAX

Snooze-inducing driving-type game which lacks the pace and excitement to get the adrenalin flowing.

OVERALL:59%

UNIVERSAL SOLDIER

Virtually the same game as Turrican, but still a good old Game Boy blast.

OVERALL:79%

WIZARDS AND WARRIORS

Quite a jolly platform game, but unfortunately games like this are ten-a-penny.

OVERALL:78%

WWF SUPERSTARS

Great graphics and loads of moves but the tournament is far too easy to win. If you have a second player it's a great link-up game.

OVERALL:85%

YOSHI'S COOKIES

NEW

By using Mario to sell this new puzzle game, Nintendo obviously hoped we'd overlook the bland taste of Yoshi's Cookies. Good, but hardly outstanding.

OVERALL:75%

ZELDA - LINK'S AWAKENING

SEAL OF QUALITY

Phenomenal RPG at a giveaway price. Totally and completely essential.

OVERALL: 94%

SUPER STREETFIGHTER COMIN

WHAT'S THAT YOU SAID

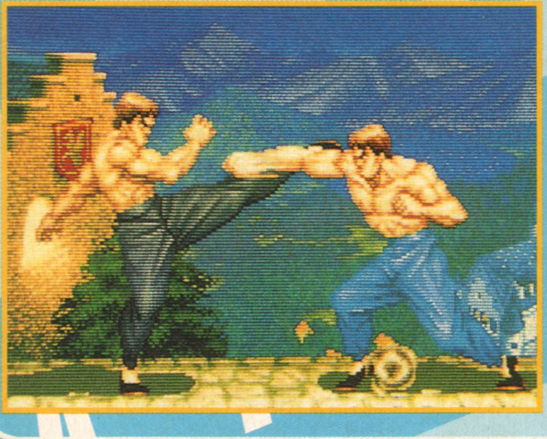
Prepare yourself for the news of the year: Super Streetfighter is coming to Super NES, and the game could be available in Britain as early as June next year! Yes indeed, the greatest fighting game in the whole wide world just gets even better, and if the Super NES conversion is as close to the coin-op as previous Streetfighter games this could be the greatest cartridge of all time!

Our sources say the game will be a perfect conversion of the coin-op, which has already rocketed to the top of the arcade charts and packing in players across the country. Unconfirmed speculation suggests that the cart will be a 24-meg monster, although it's definite that this will be a perfect conversion whatever the memory size, featuring all SIXTEEN characters and every brand new special move!

We've been talking of little else in the office since hearing the news, and the biggest question is whether the Super NES version will be able to mirror the stunning Tournament mode of the arcader. Will Capcom program the cart to allow multiple players to hook up their consoles and scrap it out in a computer-controlled contest involving up to eight players? Theoretically it's quite possible with multiple monitors and localtalk cables to hook up the consoles, but Capcom may decide that the idea is too ambitious and simply deliver a perfect conversion of a stand-alone arcade machine.

It occurs to us that many of you haven't had the full rundown on Super Streetfighter, existing only on our original Exclusive news on the coin-op and other mags' fairly sad follow-ups. So, we proudly present more of the details you need to know on these very pages. Remember, though, you won't be seeing hide nor hair of the Super NES game until June 1994, but we knew you'd want to hear as soon as we did. For now we would heartily recommend that you buy Turbo because it's completely brilliant and so different from Super Streetfighter that they're almost seperate games. Let's put it this way: we should have the Super Streetfighter coin-op in the office by the time you read this, and we'll still be playing Turbo right alongside it because the two games complement each other so well. On with the show!

Fei Long



Bruce Lee lookalike who looks and acts so much like Bruce Lee he might as well be, um, Bruce Lee! Fast and lightweight Fei relies on his superior reflexes Kung Fu abilities to defeat his opponents. His special moves are:

REKKA-KEN A devastating killer punch. Fei can string three of these together for a smart combo but can be left open to attack if the blows are blocked.

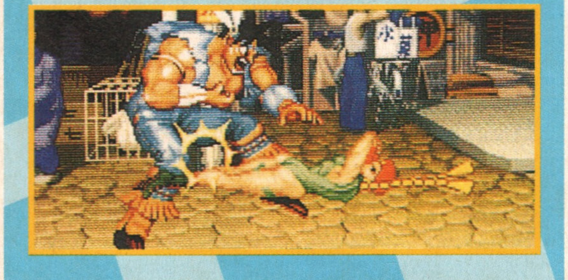
SHIEN-KIYAKU A devastating flaming vertical kick from which there is little escape.

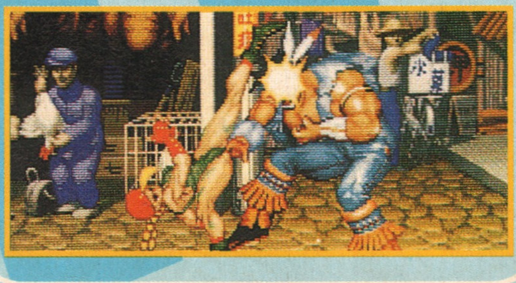
Cammy

British secret service agent with pig tails and a big, er, bottom. She's among the fastest Streetfighters (even getting the drop on Chun Li for sheer speed) and she's a bit of a babe. Special moves are as follows:

SPIRAL ARROW Cammy's very own version of the dragon punch but using her feet instead of her fists.

CANNON SPIKE Hard to describe. Cammy sort of spike jumps across the floor, spelling doom for anyone stupid enough to be standing in the way.





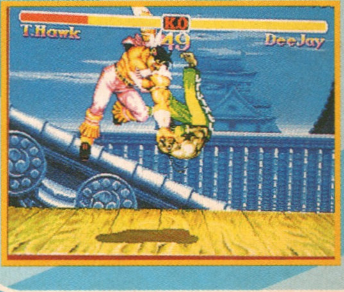
T.Hawk

An enormous Indian whose massive frame dwarfs every streetfighter. Yes, even Zangief. He's *that* flipping big.

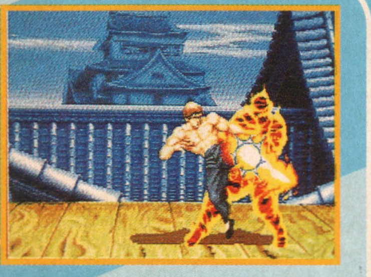
CONDOR DIVE A swooping dive which sees Mr T drop heavily onto his opponent's head.

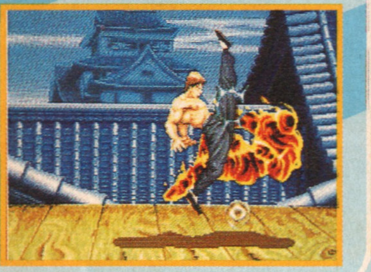
TOMAHAWK BUSTER The enormous Hawk picks his foe up, swings them round a few times and then smashes their skull on the floor. Not particularly pleasant.

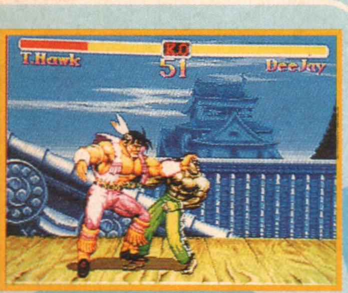
MEXICAN TYPHOON A sort of Dragon Punch, but using T. Hawk's kooky Mexican shoulders of might instead of the regular fist-type affair.

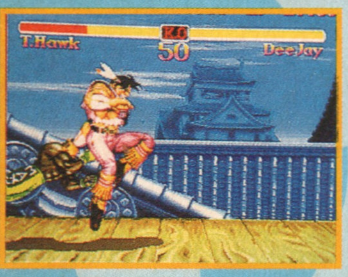


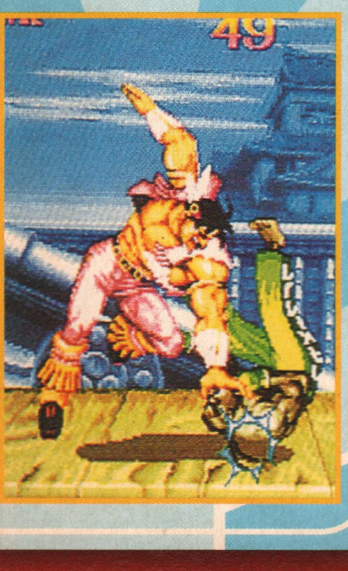
IG TO SUPER NES!











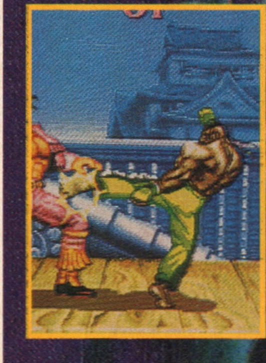
Dee Jay

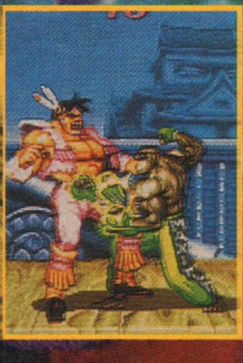
Caribbean MC who splits his time between his enormous sound system and career as top DJ, and beating people up. Fights for the fun of it and delivers some quite awesome special moves, which include:

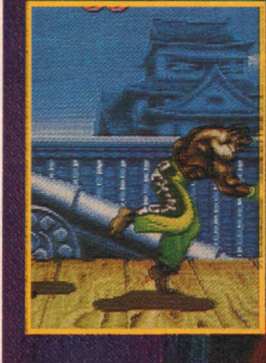
ACE RUSHER Dee JaysSonic boom attack. Fist forward and wafer thin energy wave shooting out.

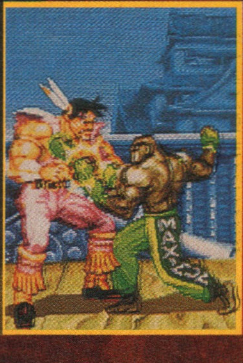
DOUBLE ROLLING SOLE BUTT A double hit kick attack. Best combined with jumping punches for combo potential.

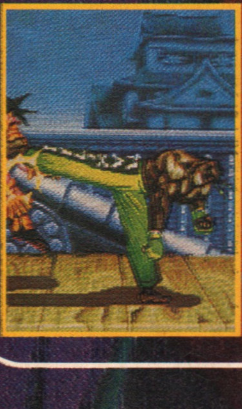
MACHINE GUN UPPER Rapid fire punches stop any aerial attacker in their tracks. This punch can last longer if you keep punching the button repeatedly.

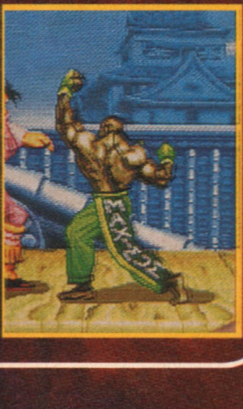












As you may or may not know, Super Streetfighter endows a wide variety of new moves on many of the existing twelve characters. In order to enrich your personal fulfilment, we humbly present these extensive details:

RYU: SUPER FIREBALL. Performed in the same way as Dhalsim's Yoga Flame, this is the most powerful projectile attack in the game.

KEN: FLAMING UPPERCUT. Ken's fist and forearm burst into flame, and anyone coming into contract with his fiery fingers is spontaneously combusted on the spot!

BLANKA: He can roll forwards! He can roll up! And now, Blanka can roll backwards, simply by reversing the action of his normal horizontal roll. No doubt there'll be a million and one combo uses for this new ability.

ZANGIEF: Zangief now performs an ultra-quick double lariat with the three kick buttons, although some people have reported he's actually lost that ability! But we know best, right kids?

BALROG: The Sky High Glow may sound like some sort of 70s progressive rock album, but it is in fact all the rage in the boxing arena, thanks to Balrog. This move also improves his airborne artillery, as it may be performed whilst Balrog is jumping. Yaroo!

VEGA: Vega's bizarrely named Devil Rebirth move is surely the kookiest titled martial arts move in the world. But we don't have a clue what it does. Sorry. We just couldn't be bothered playing him. We played Cammy instead.

SAGAT: Sagat's Tiger Knee Crush has been improved, but it's rock hard to do, requiring a Down-Right-Up/Right movement to pull off. But let's face it, you'd look dead rock hard doing that in the arcades in front of everyone, wouldn't you?

BISON Charging head strikes are the order of the day when it comes to Bison's new moves. The Buffalo Headbutt is the name of the attack in question, and indeed, it's quite good.

So that's it, the full low down on what will probably be the hottest game to hit the Super NES next year. But is it enough? Does any console need three versions of the same game? Sure, there are big differences - but do they justify what will surely be a huge price tag? What do you reckon? Eh? EH? Why don't you write and tell us what you think - there may be prizes for any particularly eloquent responses.

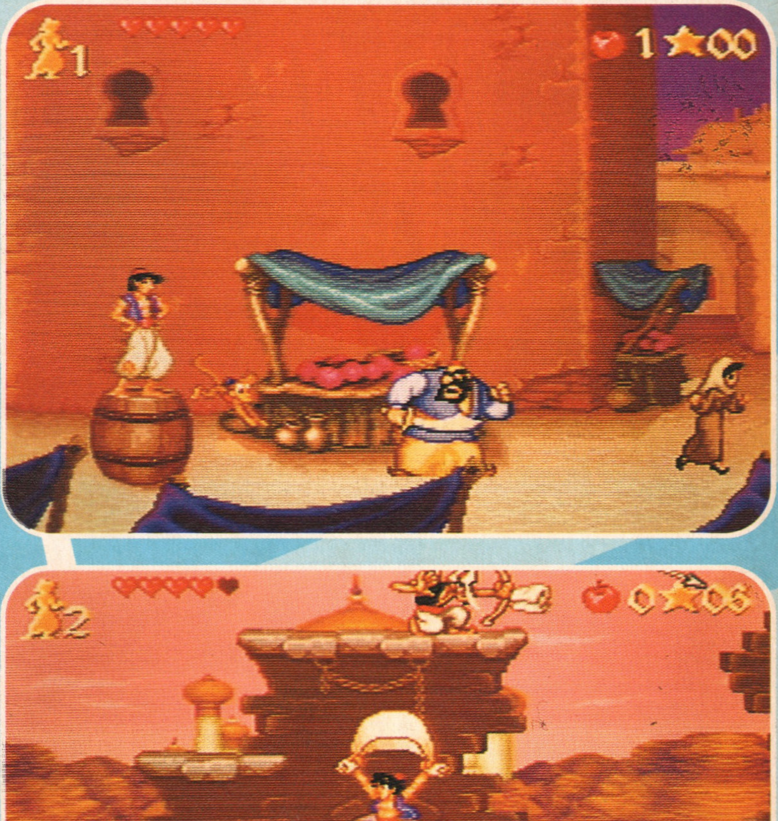
ALADDIN HITS SUPER NES!

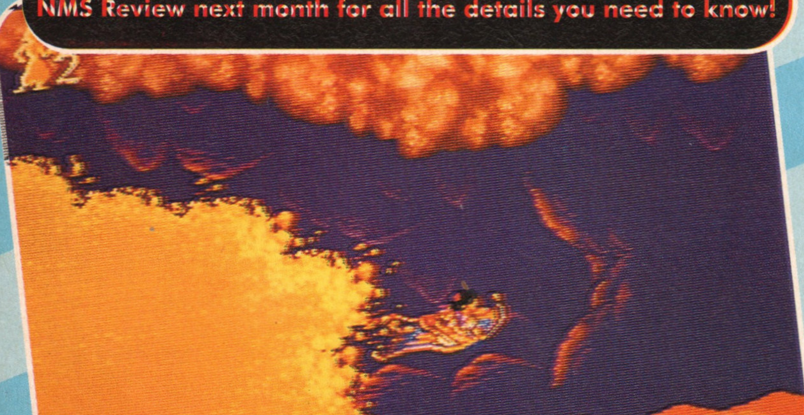
OUT SOON! OUT SOON!

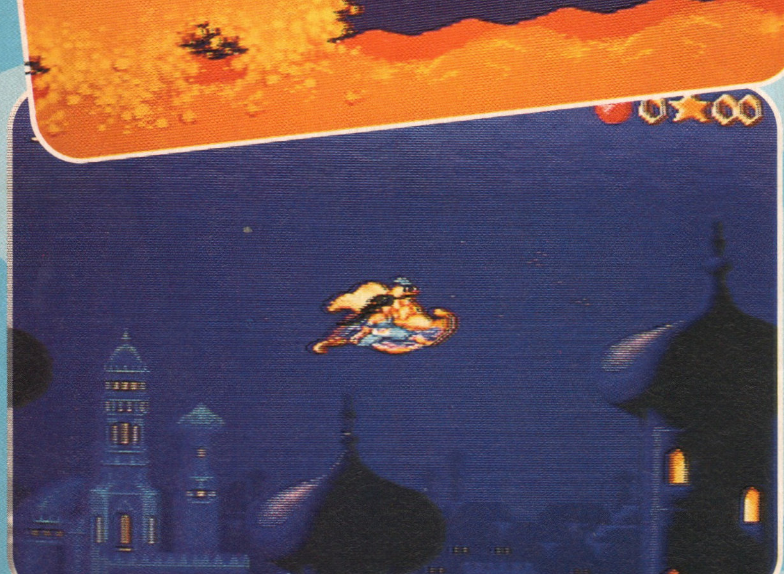
Screaming into the office just too late for full review is one of the most eagerly awaited games of the year - Capcom's Aladdin on Super NES! Rather than make you wait a full month for the definitive NMS Review, we thought we'd squeeze a few shots in here. The game is subject to rush release, which means you should be seeing it in the shops in the next couple of weeks - good news for the many fans of the film!

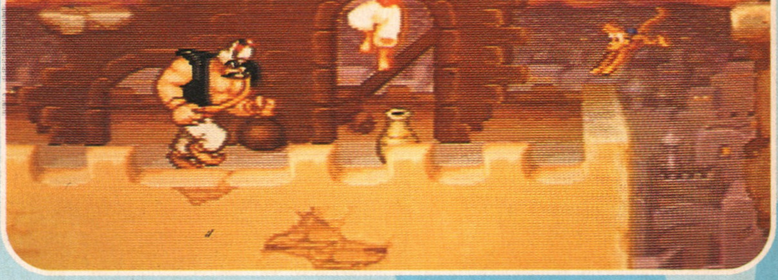
As you can see from these shots, the game looks absolutely gorgeous and features some of the best cartoon-style animation yet seen on Super NES. It's a platform romp in which the main accent is on exploration, and there's certainly plenty to see in this 10-meg graphical fest.

If you were expecting the game to faithfully follow the film you'd be mistaken. It uses the movie as its base, but Capcom have delivered original gameplay and a host of new features to bolster their biggest Disney license of the year. No reservations on graphics, sound or presentation, but the jury's still out on gameplay - early levels of the game are very easy and time will tell whether this is truly one of the greats. If you want our advice, hang on until the full NMS Review next month for all the details you need to know!



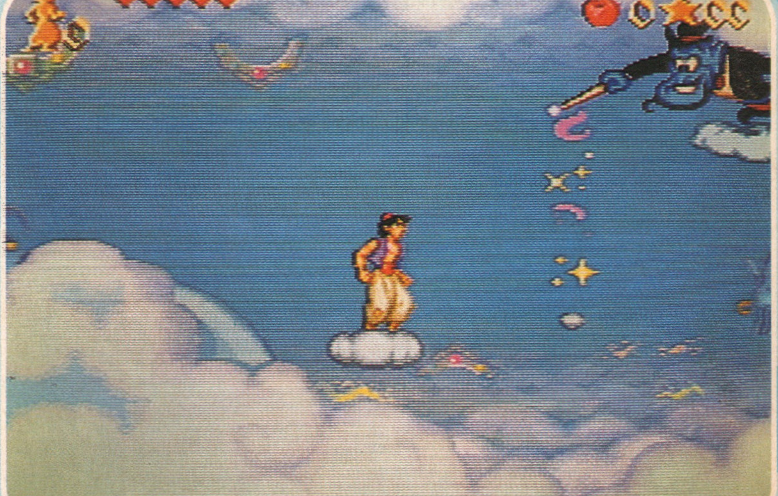






▲ Pardon me boy, is that the Chatanooga scimitar-wielding person of middle-eastern extraction?

▼ A helpful genie reminds Aladdin of just what it was that he ate last night.



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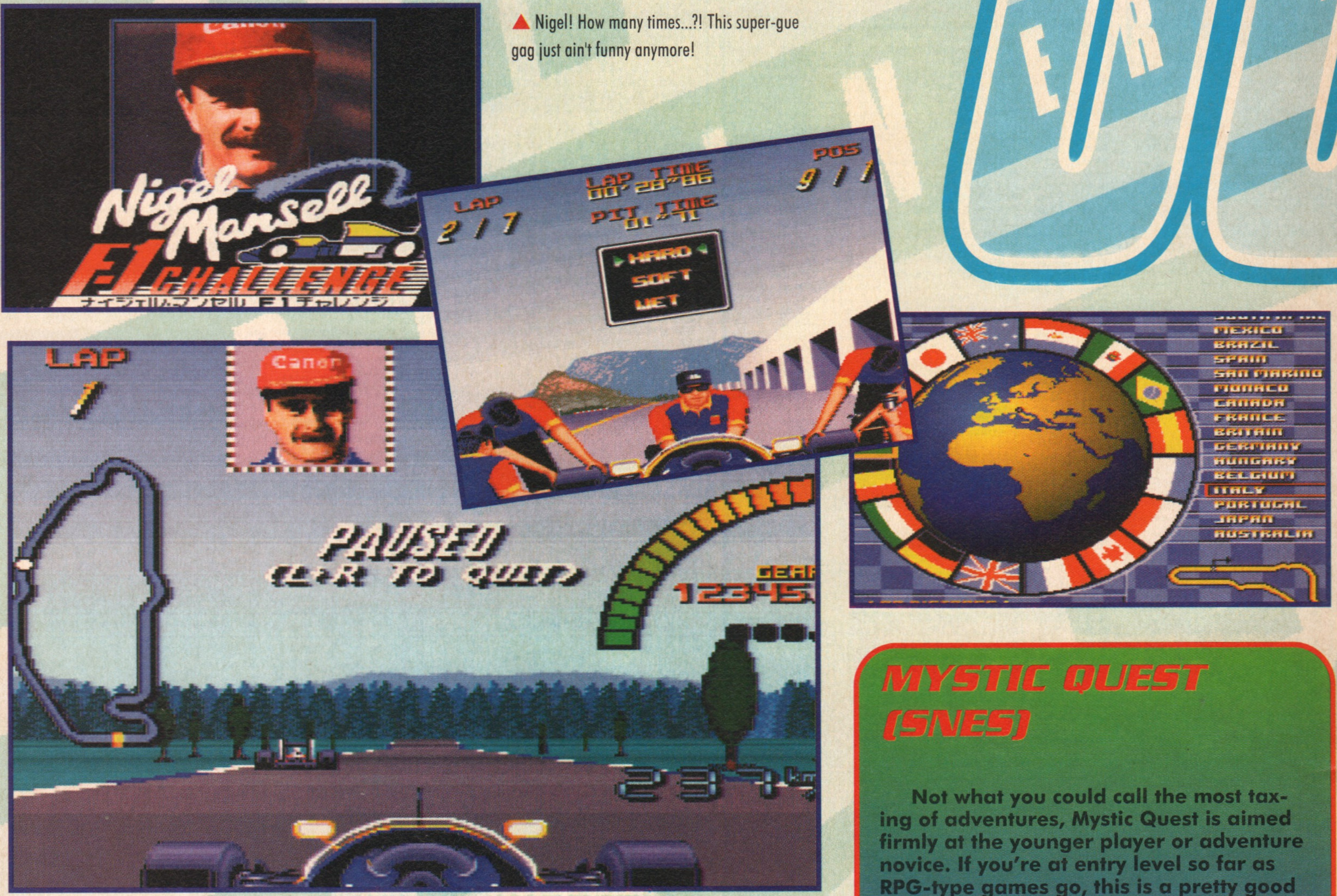
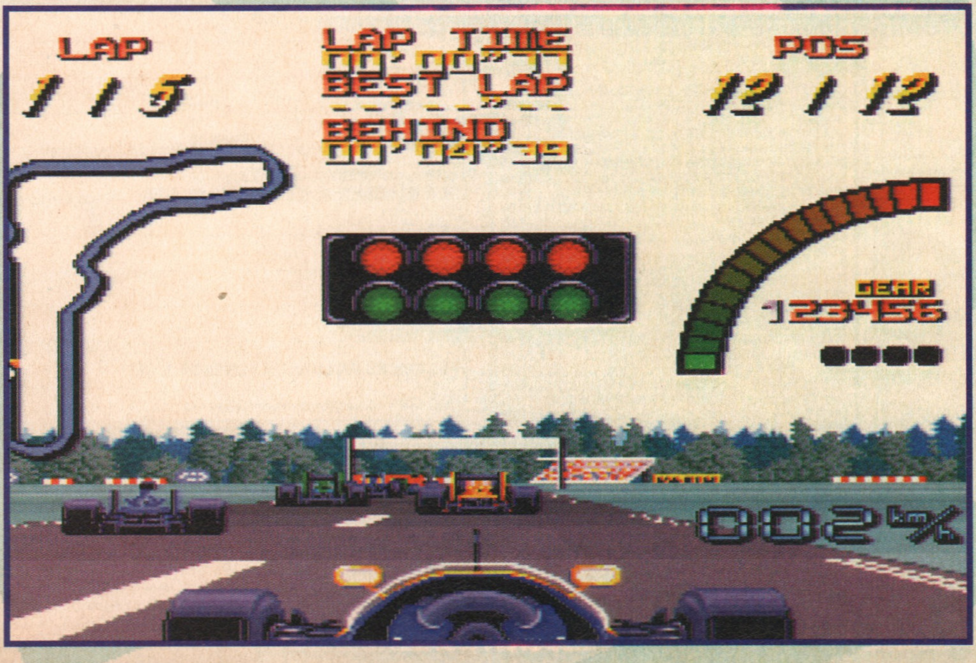
NIGEL MANSELL'S GRAND PRIX CHALLENGE (SUPER NES)

This is possibly the best Formula 1 racer on the Super NES, and therefore the subject of a storming compo in this very issue! Nigel Mansell's is fast moving and easy to control, giving a real feel of speed and movement. It's a big game too, and winning the tournament takes most people yonks. If racing thrills are your bag, this is most certainly worth a look at your earliest possible convenience. Look, just get out there and buy it quick!


Nigel Mansell
F1 CHALLENGE
LAP
2 / 7
LAP TIME
00'28"86
PIT TIME
01"41
POS
9 / 11
HARD
SOFT
WET
MEXICO
BRAZIL
SPAIN
SAN MARINO
MONACO
CANADA
FRANCE
BRITAIN
GERMANY
HUNGARY
BELGIUM
ITALY
PORTUGAL
JAPAN
AUSTRALIA
LAP
1
PAUSED
(L+R TO QUIT)
GEAR
12345

▲ Nigel! How many times...?! This super-gue gag just ain't funny anymore!


LAP
1 / 5
LAP TIME
00'00"77
BEST LAP
--'--"--
BEHIND
00'04"39
POS
12 / 12
GEAR
123456
002

MYSTIC QUEST (SNES)

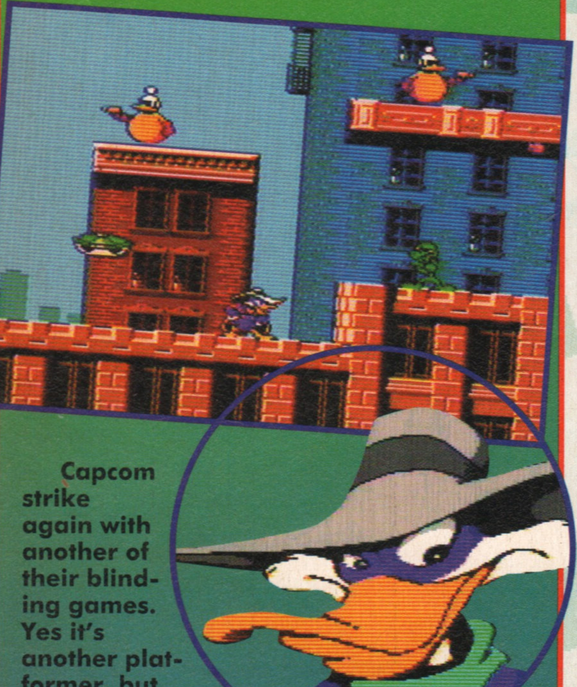
Not what you could call the most taxing of adventures, Mystic Quest is aimed firmly at the younger player or adventure novice. If you're at entry level so far as RPG-type games go, this is a pretty good introduction, being neither as big nor as demanding as Zelda 3. However, experienced adventurerers are likely to find find this a bit on the easy side.

BATTLMANIACS (SNES)

Sadly, the Battletoads' transition to the Super NES didn't turn out quite so successful as everyone hoped. Whilst the graphics are certainly impressive to look at, especially the reflections on the shiny floor sections, the gameplay is sluggish and the collision detection/perspective is a little wonky. Not particularly one of Tradewest's best, sadly.

IT NOW

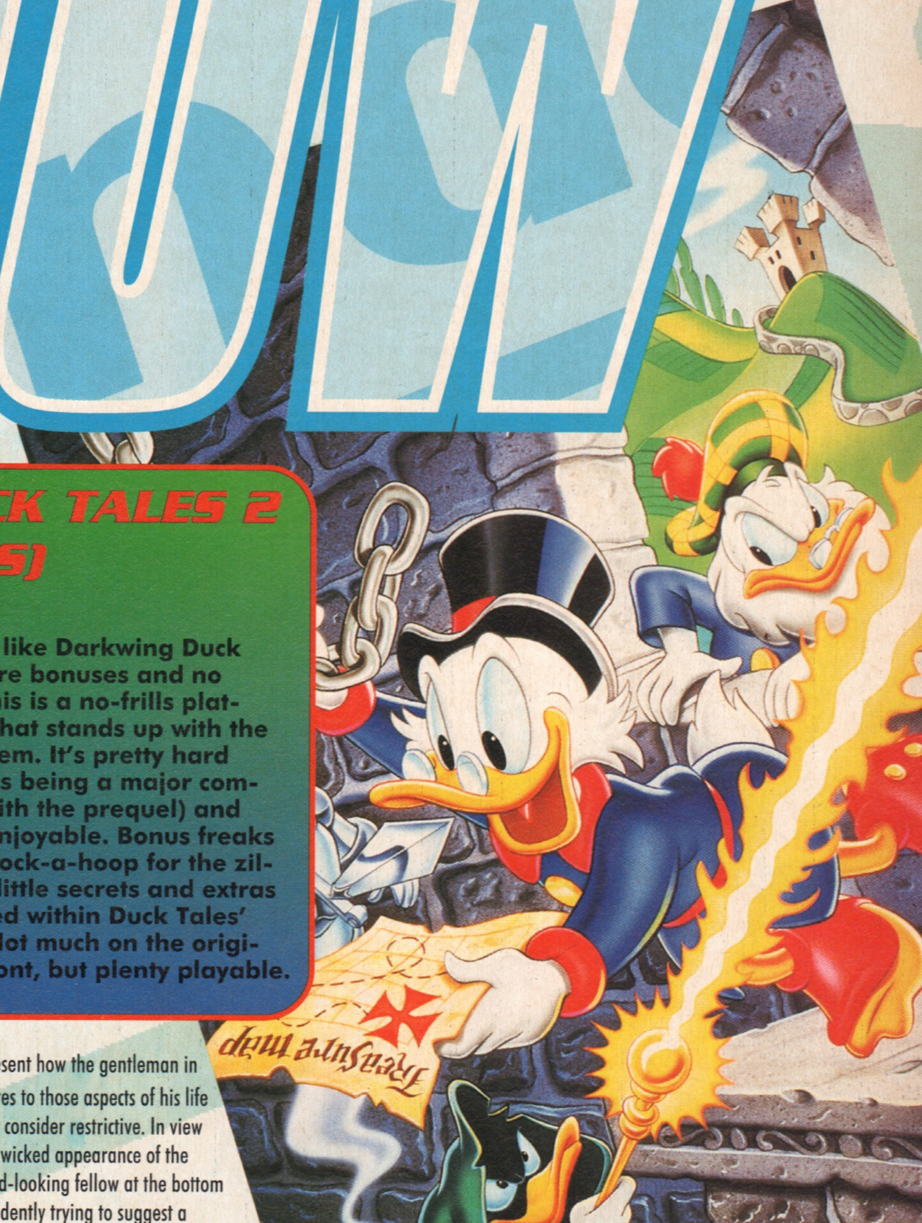
DARKWING DUCK (NES)



Capcom strike again with another of their blinding games. Yes it's another platformer, but this time they've added some - shock horror - brand new ideas. Solid controls and plenty of action complete the line-up of pleasing characteristics found here. If your collection is already stuffed with platform games, maybe it's time for a change, but if you're short of jumping action, Darkwing is the cart for you!

DUCK TALES 2 (NES)

A bit like Darkwing Duck with more bonuses and no guns. This is a no-frills platformer that stands up with the best of 'em. It's pretty hard (easiness being a major complaint with the prequel) and highly enjoyable. Bonus freaks will go cock-a-hoop for the zillions of little secrets and extras contained within Duck Tales' levels. Not much on the originality front, but plenty playable.

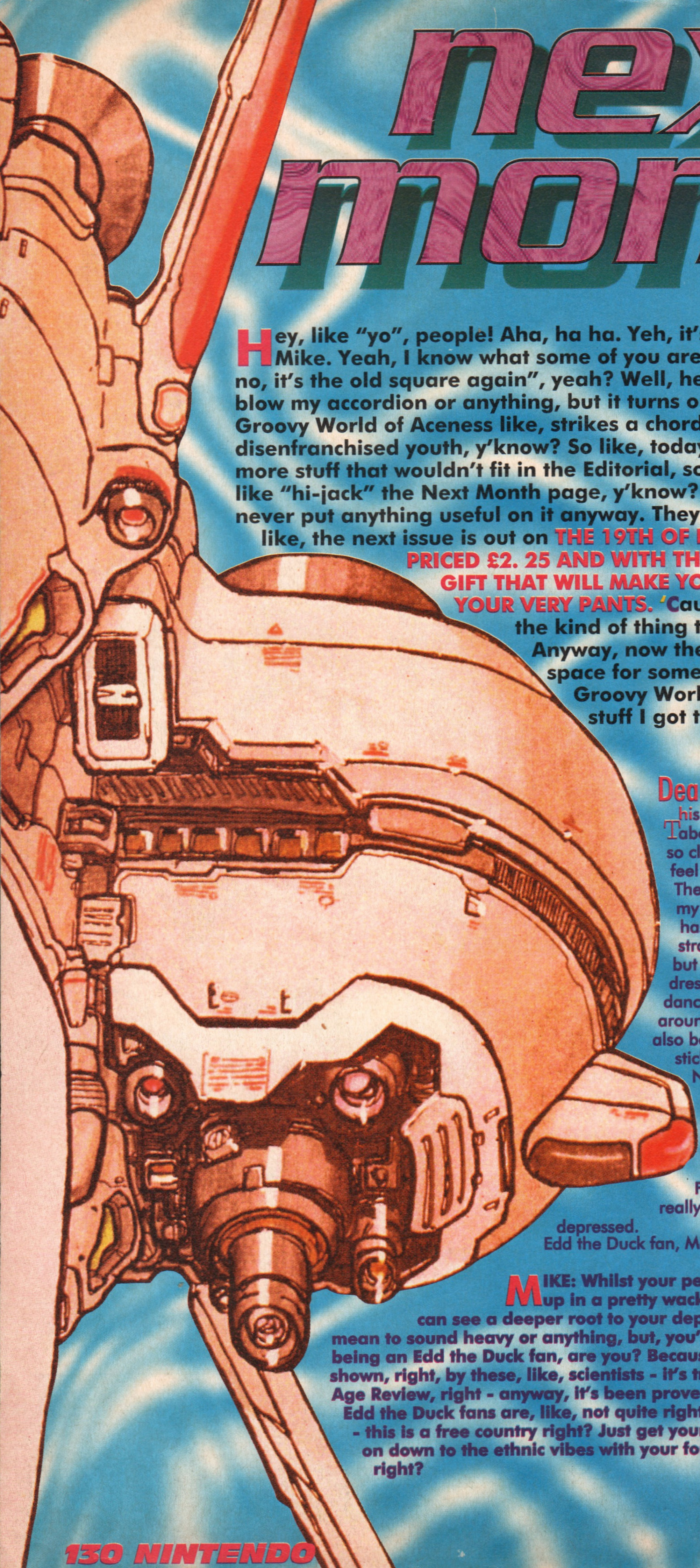


The chains represent how the gentleman in the top hat adheres to those aspects of his life that others might consider restrictive. In view of this the rather wicked appearance of the rather determined-looking fellow at the bottom of the scene is evidently trying to suggest a brighter direction, but instead only succeeds in creating a barrier for his elderly partner. Our armoured friend in the background illustrates how both parties need protecting from their misguided opinions. But why is that old geezer is staring at Scrooge McDuck's back-side?

BATTLETOADS DOUBLE DRAGON (NES)

This will probably have been out for a couple of weeks by the time you read this, but it's worth a mention nonetheless. Battletoads Double Dragon is a particularly inventive and original take on the regular horizontally-scrolling beat 'em up. There's a choice of five count 'em characters to play, each with their own strengths and weaknesses and loads of enemies to beat up. It's still got the annoying jet bike section that makes the original Battletoads a bit frustrating, but it's well worth a look.

next month



Hey, like "yo", people! Aha, ha ha. Yeh, it's me again, Mike. Yeah, I know what some of you are thinking - "oh no, it's the old square again", yeah? Well, hey, I don't want to blow my accordion or anything, but it turns out that this Groovy World of Aceness like, strikes a chord with today's disenfranchised youth, y'know? So like, today I got some more stuff that wouldn't fit in the Editorial, so I thought I'd like "hi-jack" the Next Month page, y'know? I mean, they never put anything useful on it anyway. They just tell you that, like, the next issue is out on **THE 19TH OF DECEMBER PRICED £2. 25 AND WITH THE SORT OF FREE GIFT THAT WILL MAKE YOU POOH IN YOUR VERY PANTS.** 'Cause, that's, like, the kind of thing they say right? Anyway, now there should be space for some more of the Groovy World of Aceness stuff I got today.

Dear Mike,

This isn't really a problem about myself, but as I am so close to my pet hamster I feel it's my problem too. The problem is, Mike, that my pet hamster, Samson, has been acting very strangely. He is a male, but recently he has been dressing up as a belly dancer and parading around my room. He has also been training my pet stick insect to do the same. Now I can't get any sleep at night because they keep turning on the Indian music and acting in their strange fashion.

Please help, Mike. I'm really confused and depressed.

Edd the Duck fan, Matlock, Derbyshire.

MIKE: Whilst your pets are, like, playing up in a pretty wacky way, right, I think I can see a deeper root to your depression. I don't mean to sound heavy or anything, but, you're not joking about being an Edd the Duck fan, are you? Because, right, it's been shown, right, by these, like, scientists - it's true, it was in New Age Review, right - anyway, it's been proven that, like, 95% of Edd the Duck fans are, like, not quite right in the head. But hey - this is a free country right? Just get your veil on and boogey on down to the ethnic vibes with your four legged friends, right?

Dear Mike,

If anybody's got probs, it's me. You see, I've recently bought a Super NES with Mortal Kombat - an ace beat 'em up. I've played it non-stop ever since I bought it, until last week. It started like this. I was doing very crap with every MK character ('cause I am crap, me), when all of a sudden my TV exploded. After the smoke cleared, the Mortal Kombat gang were standing in front of me. And they said they were sick and tired of me getting them killed all the time and decided to take out their anger on my face and I look kind of like NMS' Andy. I've bought a new TV, but I'm scared to play Mortal Kombat. What shall I do?

Sir Psycho "the Very Upset and Beaten" Mad Troll, Dudley.

MIKE: Oh wow, I love these new computer games. Like, my nephew Jeremy just got this new games council and I think it's great. But I hear what you're saying, y'know. There's, like, far too much violence in these games you know, and I think there ought to be a ban on computer game characters coming to life and beating you up, especially after you've just, like, paid for the game. Anyway...hang on - Jeremy! I recognise that handwriting! I thought I told you to stay *out* of my little herbs cupboard!

That's it for this month, folks. If you'd like to write to Mike with any funny/interesting/gross/incredible photos or stories, or if you've got a problem you think Mike could help you with (and it'd have to be *really* bad for you to write to him, let's be honest), or if you've got any other ideas that you'd like to share with the scores of thousands of readers of NMS, please send them in to NICE GUY MIKE'S GROOVY WORLD OF ACENESS, NMS, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON, EC1R 3AU. Get them in quick enough and you're guaranteed a big mention in the issue which is out ON THE 19TH OF DECEMBER, PRICED £2. 25.

KEVIN KEEGAN'S PLAYER *Manager*

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